72 Allanville (2)

YOUR SINCLAIR

NO. 1 FOR SPECTRUM GAMES!

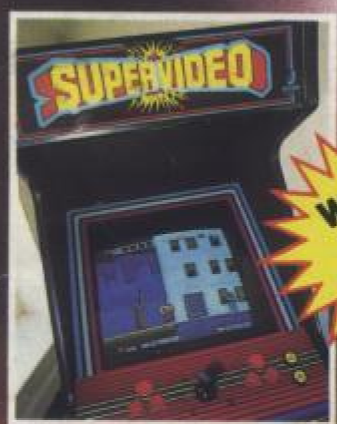
STILL ONLY £1

APRIL 1988 £1 NUMBER 28



EXCLUSIVE! KAЯNOV

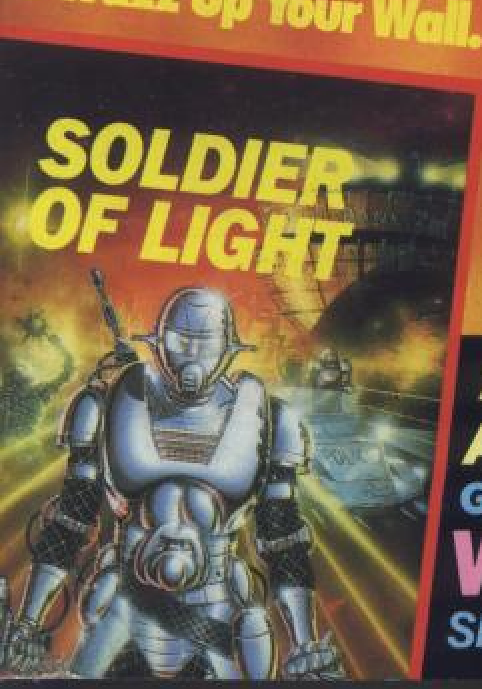
First Red-Hot Screens Inside!



Worth Over £1,000!

WIN THE KAЯNOV COIN-UP!

An ACE Poster To Wazz Up Your Wall.



SOLDIER OF LIGHT

RASTAN

The Best Ever Slash 'n' Slice 'Em Up!

YS TIPSHOP SPECIAL

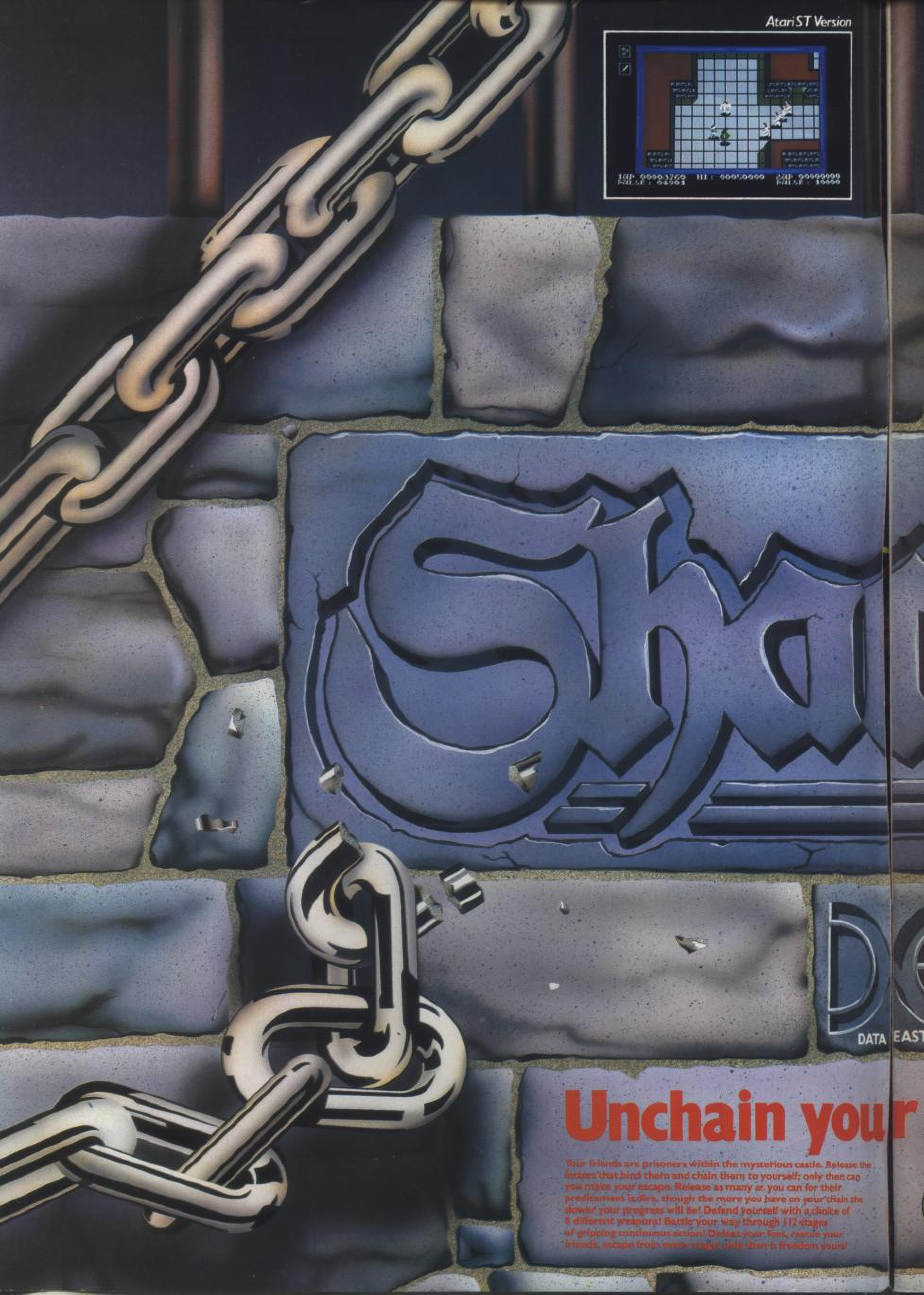
- Your A-Z Of Multiface POKEs — Cheats For Over 90 Games!
- First Full Colour Maps Of *Dan Dare II* And *Platoon!*
- Hints 'N' Tips On The Latest Hit Games!

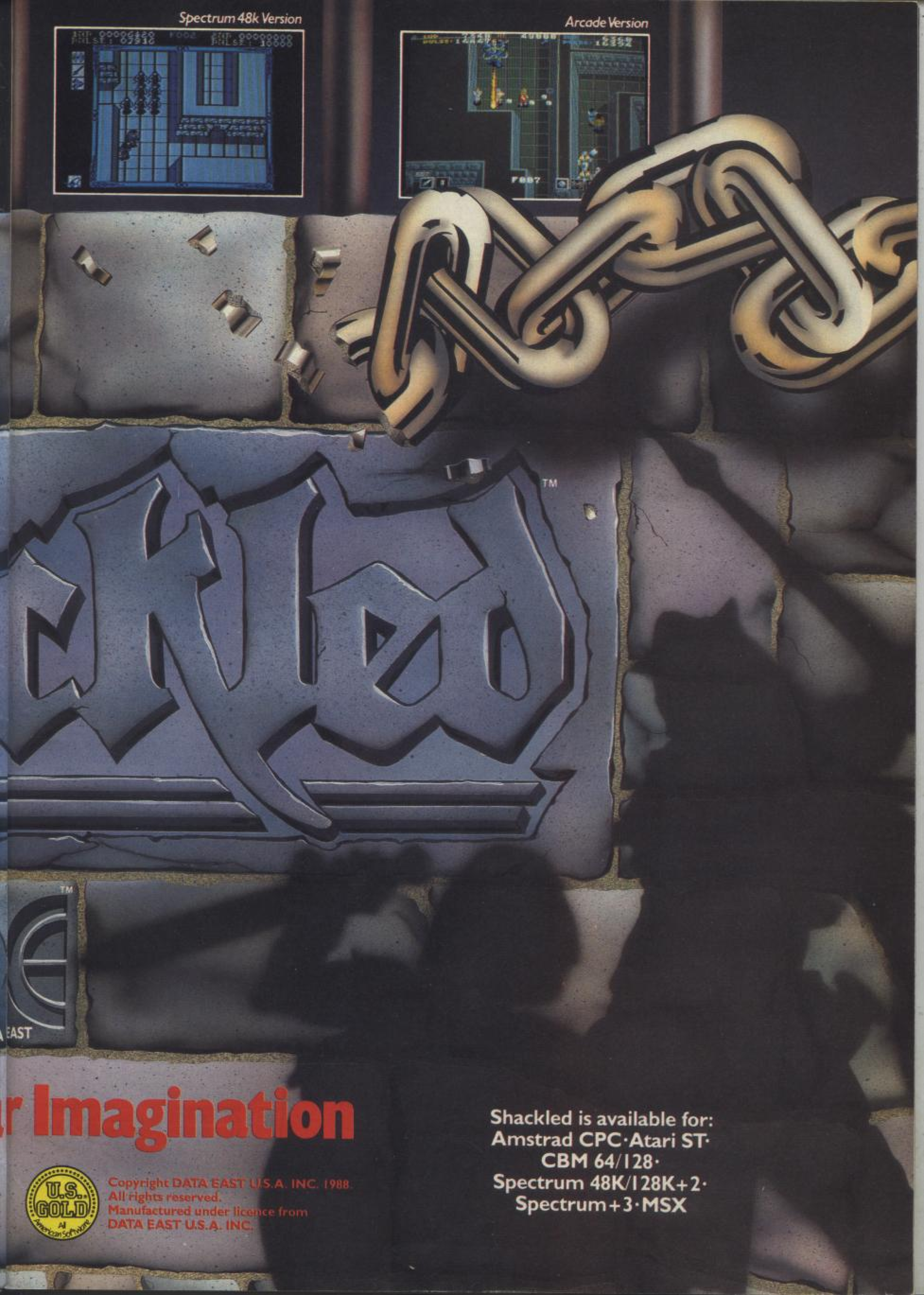
ATF • FIREFLY • THE CORP • CHAMPIONSHIP SPRINT
ARKANOID II • MAGNETRON • TETRIS • CYBERNOID

GAME OF THE YEAR — TURN TO PAGE 64 FOR YOUR TOP TITLE OF '87.

WIN OVER 150 PRIZES THIS ISSUE!

SPORTS KITS, DAN DARE PACKS, T-SHIRTS, POSTERS AND GAMES!


Atari ST Version
DATA EAST
Unchain your
Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be! Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action! Defeat your foes, rescue your friends, escape from each stage, only then is freedom yours!


Spectrum 48k Version
Arcade Version
r Imagination
Shackled is available for:
Amstrad CPC·Atari ST·
CBM 64/128·
Spectrum 48K/128K+2·
Spectrum+3·MSX
Copyright DATA EAST U.S.A. INC. 1988.
All rights reserved.
Manufactured under licence from
DATA EAST U.S.A. INC.
U.S. GOLD

insideYS

YOUR SINCLAIR

EDITOR Teresa Maughan
PUBLISHER Kevin Cox
SUBSCRIPTIONS Adrian Greenaway
ADVERTISEMENT ENQUIRIES Mark Salmon, Simon Stansfield
All departments 01-631 1433

***Your Sinclair* Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE**

A Dennis Publication

COVER ILLUSTRATION: SIMON DEWEY

WATCH OUT FOR THE NEXT SPIFFING ISSUE OF *YS* OUT 13th APRIL!

BARGAIN SOFTWARE

309B Goldhawk Road, London W12 8EZ

BUY BY PHONE
RING 01-748 3597

FREE GAME WITH EVERY ORDER OVER £40

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

SPECTRUM

	REC PRICE	OUR PRICE
ACE	9.95	4.99
ACE II	8.95	6.00
ACROJET	9.95	7.45
ACTION SOURCE (DISC 10.99)	9.95	6.50
ACTION REFLEX	7.95	2.99
ARK OF YESOD (128K/48K)	9.95	3.99
ADVANCED ART STUDIO (128K)	24.95	16.00
ARMAGEDDON MAN	12.99	9.99
ARMY HOUSES	7.99	4.99
AUF WIEDERSEIN MONTY	7.99	4.99
ALIEN 8	9.99	4.99
BUGGY BOY (DISC 9.99)	7.99	5.20
BRAVE STARR	8.99	6.50
BLOOD VALLEY	7.99	5.20
BOOT CAMP	8.95	6.5C
BASKET MASTER	7.95	5.90
BOMBJACK II + BOMBJACK	7.95	5.99
BUBBLE BOBBLE	7.95	5.20
CAPTAIN AMERICA	8.99	6.50
GRYZOR	7.95	5.50
CAL. GAMES	8.99	6.50
COMBAT SCHOOL (DISC 9.99)	7.99	5.20
CONTACT SAM CRUISE	7.99	3.99
COLOUR OF MAGIC	8.99	3.99
COUNT DOWN	7.95	5.90
DRILLER	14.95	9.90
DARK SCEPTRE	7.95	5.20
DEFEKTOR	7.95	5.20
DAN DARE MEETS THE MEXICOM	9.95	7.45
DYNAMITE DAN	7.95	3.99
DYNAMITE DAN II	7.95	4.50
DANDY	7.95	3.99
DRAGON'S LAIR	9.95	4.99
DRAGON'S LAIR II	7.95	3.99
DRUID II OR DRUID	7.95	5.20
ELITE	9.95	7.45
ENDURO RACER II OR ENDURO RACER	9.95	6.50
EUREKA	14.99	4.99
EXELON	7.95	5.20
FLYING SHARK	7.95	5.20
FIS STRIKE EAGLE	9.95	6.50
FOOTBALL DIRECTOR	8.95	6.00
FOOTBALLER OF THE YEAR	7.95	5.20
FOOTBALLER OF THE YEAR	9.95	6.50
FLASHPOINT	7.95	5.99
FAIRLIGHT II	9.95	4.99
GARY LINEKER'S SOCCER	7.95	5.20
GAME OVER	7.95	5.20
GAUNTLET (DISC 9.99)	8.95	6.00
GAUNTLET II	8.99	6.50
GUNSHIP (DISC 9.99)	9.99	6.40
GUNBOAT	8.95	5.90
GODS OF WAR	7.95	5.99
GLADIATOR (128K)	10.99	3.99
HUNT FOR RED OCTOBER	14.95	11.20
HI-JACK	7.95	3.99
HACKER (128K)	9.99	3.99
IMPLOSION	8.99	4.99
IRON HORSE	7.95	5.99
INTERNATIONAL KARATE+	9.99	6.50
IMPOSSIBLE MISSION II	8.99	6.50
JACK THE NIPPER II OR JACK THE NIPPER	7.99	5.20
JACKEL	7.95	5.20
JAILBREAK	7.95	3.99
KNIGHTWEAR	9.99	6.50
GRAND PRIX	9.99	6.99
KAT TRAP	8.99	3.99
MASK II OR MASK	7.95	5.20
MERCENARY	9.95	6.50
MOON CRESTA	7.95	3.99

ALL 30 GAMES ONLY £5.90

ANTICS	DEMON KNIGHT	TUBECUBE
PLANETFALL	NED'S GARDEN	INVASION
GRIDRUNNER	SPACE INTRUDERS	ESCAPE
BISMARK	MIGHTY MAGUS	LAZERZONE
METEOR STORM	FALL OF ROME	STRONTIUM DOG
JET SET GERTIE	DRAUGHTS	PYRAMANIA
3D TUNNEL	XADOM	MICROMOUSE
STOCKMARKET	DETECTIVE	DRAGONS BANE
FRIDGE FRENZY	20 TONS	CARPET CAPERS
THE VALLEY	CHESS PLAYER	BLOOD 'N GUTS

SOLID GOLD ONLY £7.45 DISC £10.99
GAUNTLET
ACE OF ACES
LEADERBOARD
WINTER GAMES
INFILTRATOR

MAGNIFICENT 7 ONLY £7.45 DISC £13.95
HEAD OVER HEELS
COBRA & ARKANOID
SHORT CIRCUIT & WIZBALL
FRANKIE GOES TO HOLLYWOOD
GREAT ESCAPE & YIE AR KUNG FU

GAME SET AND MATCH ONLY £8.99 (DISC £13.99)
FEATURING: BASKETBALL · SOCCER · VAULT · SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP · WEIGHTLIFTING · PING PONG · PISTOL SHEETING · CYCLING · SPRINGBOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL

COMP HITS 1 ONLY £5.99
WRIGGLER & CHUCKIE EGG
HARRIER ATTACK & JASPER
BRAXX BLUFF & SKOOL DAZE
PROJECT FUTURE & OVERLORDS
SORCERER OF CLAYMORGUE CASTLE
BRIAN JACKS SUPERSTAR

COMP HITS 2 ONLY £5.99
CODE NAME MAT & WIZARDS LAIR
TECH. TED & MUTANT MONTY
SNOOKER & ANDROID 2
COVENANT & CIRCUS
ON THE RUN
SUPER PIPELINE 2

LIVE AMMO ONLY £7.45 DISC £10.99
ARMY MOVES
RAMBO
GREEN BERET
TOP GUN
GREAT ESCAPE

COMP HITS 5 ONLY £3.99
WIZARDS LAIR
STARSTRIKE II
2112 AD
MANTRONIX
ATTACK OF KILLER TOMATOES

BEST OF ELITE VOL 1 ONLY £4.99
BOMB JACK
F. BRUNO'S BOXING
COMMANDO
AIRWOLF

HIT PAK 6 VOL 2 ONLY £7.45
INTO THE EAGLE'S NEST
BATTY
ACE
SHOCKWAY RIDER
LIGHTFORCE

BEST OF ELITE VOL 2 ONLY £7.99
PAPERBOY
GHOST 'N GOBLINS
SPACE HARRIER
BOMBJACK II

FIVE STAR ONLY £6.50
ZOIDS
EQUINOX
3 WEEKS IN PARADISE
BACK TO SKOOL
SPINDIZZY

10 GREAT GAMES ONLY £7.45
AVENGER & FUTURE KNIGHT
CRAKOUT & BOUNDER
FOOTBALLER O.T.YR. & TRAILBLAZER
HIGHWAY ENCOUNTER & MONTY ON THE RUN
WESTBANK & JACK THE NIPPER

NOW GAMES ONLY £5.90
LORDS OF MIDNIGHT
BRIAN BLOODAXE
STRANGELOOP
PYJAMARAMA
ARABIAN NIGHTS
FALCON PATROL II

	REC PRICE	OUR PRICE
MINDSTONE	8.99	3.99
MS PACMAN	7.99	2.99
MORDON'S QUEST	8.99	4.99
MANIC MINER	7.95	3.99
MASTER OF THE UNIVERSE	7.95	5.99
MATCH DAY II	7.95	5.90
MAD BALLS	7.95	5.20
NEMESIS	7.95	4.25
NIGHTMARE RALLY	7.95	5.50
JUDGE DEATH	9.95	6.50
OUT RUN	8.99	6.50
OUT OF TIME WORLD	9.95	7.45
ORBIX THE TERRORBALL	8.99	2.99
PHANTOM CLUB (DISC 9.99)	7.99	5.00
PSYCHO SOLDIER	7.95	5.00
PLATOON	7.95	5.00
NIGHTSHADE	9.99	4.25
NETHER EARTH	8.99	3.99
PITFALL II	7.99	1.99
POOL	7.99	2.99
POLE POSITION	7.99	2.99
QUAZERTRON	8.99	3.99
RENEGADE	7.95	5.20
PREDATOR	9.99	7.45
RYGAR	8.99	6.50
ROY OF THE ROVERS	9.99	6.40
RASTAN SAGA	7.95	5.90
RAMPAGE	8.99	6.50
REVOLUTION	8.99	3.99
ROBIN OF THE WOOD (128K)	8.99	3.99
SILENT SERVICE	9.99	6.50
KEY SLAINE THE KING	8.99	6.50
SORCERER LORD (DISC 13.99)	12.95	9.99
STAR WARS	9.95	6.50
STAR GLIDER	14.95	10.50
SUPER SOCCER	7.95	5.90
SCRUPLES	9.95	7.45
SUPER HANG ON	9.99	6.45
SALAMANDER	7.95	5.90
SIDE ARMS	8.99	6.50
720°	8.99	6.50
SHAD LINS ROAD	8.99	4.99
SPLITTING IMAGAES	9.99	4.25
S.O.S.	7.99	1.99
SCREEN MACHINE	9.99	2.99
SIGMA 7	8.99	3.99
THUNDERCATS (DISC 9.99)	7.95	5.20
TRIVIAL PURSUITS	14.95	9.99
T.T. RACER	9.95	6.99
THROUGH THE TRAP DOOR	8.95	6.50
THUNDERCEPTOR	8.99	6.50
TRAZ	8.95	6.50
THUNDER ROLLS IN	8.99	6.50
TOUR DE FORCE	7.99	5.90
THANATOS	8.99	3.99
TOY BIZARRE	7.99	1.99
TINDERBOX	4.99	1.99
UNDERWURLDE	9.99	3.99
WIZBALL	7.95	5.90
WIZARD WARZ	8.99	6.50
WINTER OLYMPIAD '88	7.95	5.50
WORLD CLASS LEADERBOARD	8.99	6.50
YOGI BEAR	9.95	6.99
YES PRIME MINISTER	14.95	11.20
WORLD GAMES	8.99	6.50
WINTER GAMES (128)	8.99	6.50
VICTORY ROAD (DISC 9.99)	7.99	4.99
ZENJI	8.99	1.99

BARGAIN SOFTWARE ORDER FORM

YOUR SINCLAIR/APRIL ISSUE

Please send me the following titles. BLOCK capitals please!

Type of computer ____________________

Title:—	Amount
Total Enclosed £	

Date ....

Name ....

Address ....

....

....

....

Tel. No. ....

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**
Prices include P&P within the U.K: Europe please add £0.75 per tape:
Elsewhere please add £1.00 extra per tape

VISIT OUR NEW SHOP 538 CHISWICK HIGH ROAD W4 TOP TITLES FROM £1.99

VISIT OUR NEW SHOP 18 MARKET SQUARE LEIGHTON BUZZARD BEDS.

Okay, so the +3 may or may not (Hi, Amstrad!) be compatible with every Spectrum game under the sun, but one thing it isn't compatible with is certain brands of Epson-style printers. The wazzy little printer port doesn't generate exactly the right codes for them, it seems. As usual help is at hand from some bright spark, in this case it's jolly old Tasman Software. *Tasfix* is a new software fix, to make sure that everything you print comes up roses. *(Huh? Ed)* To get one, either check out your friendly local computer dealer, or write to: Tasman Software Ltd, Springfield House, Hyde Terrace, Leeds LS2 9LN, enclosing a cheque/PO for £5.95!



Trainspotters Through History. An irrelevant series in conversation with the World's Greatest Ever Trainspotters.

13: Denis Norden



"Y'know . . . it's funny but . . . in order to be a comedy writer these days, you've only got to have one . . . important . . . qualification. Lack of talent for actually . . . telling jokes . . . yourself. Sure . . . you have to be over fifty . . . and yes, it helps to wear glasses, but a lack of any form of . . . timing and personality is a . . . er . . . positive advantage. Take me . . . for example . . . please! Chortle. Only kidding. Eh . . . um . . . take me . . . for example. I'm well over fifty . . . in fact . . . the money I got for my first joke . . . had Henry The Eighth on it . . . titter. The joke was this: Q. Who invented the pushbike? A. Sir Walter Raleigh! Gufaw! Which . . . actually wasn't very funny, as Raleigh hadn't . . . done anything by then, except join the Navy. But . . . then that's another secret of being . . . a joke writer, and that is . . . be really obscure, and then everyone thinks you're terribly clever . . . and laughs anyway so's not to appear stupid . . . splutter . . . but let me leave you with this definition . . . of middle age: Middle Age . . . is nature's way of telling you that you're completely and utterly past it. Hah haaaaaa!!!!! Hey, that's not funny . . ."

SCOOP!





Imagine our surprise when Sir Clive Sinclair himself turned up to the ZX Microfair in February to promote his Z88 computer. We instantly despatched Tech Ed Snouty to clinch this crucial interview on the future of computing. Pic by Troubleshootin' Pete.

Phil: Well, Uncle Sir Clive, what do you see as the future of computing? Now that semiconductors are reaching their upper limit, designwise, do you think that future computers will use superlattice technology, sapphire chips or wafers to achieve greater capacity and performance?

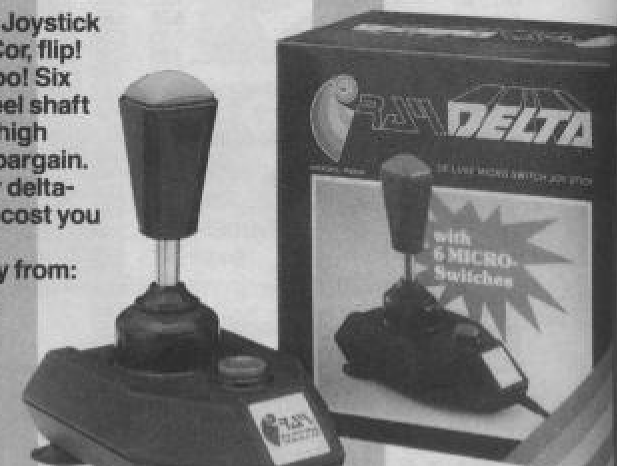
Sir Clive: Yibble, yibble, yibble. BrrrrrrRRRRRIIIIIPPPP! Bing. Dubba, dubba, dubba. Kerchow, kerchow. Beep, beep. Wow! Chang-bloop!

Phil: Thank you.

Well, there you have it. Straight from the creator's mouth. Stunning. (*What IS going on? Ed*)



Out now! The new Delta Joystick from Ram Electronics. Cor, flip! Zowie! Yabba, dabba, doo! Six microswitches and a steel shaft conspire to make this a high precision, fast zapping bargain. And better yet, this sexy delta-shaped marvel will only cost you £9.99! Further details of stockists and availability from: Ram Electronics, Unit 8, Redfields Industrial Park, Church Crookham, Hants, GU13 0RE. Or phone (0252) 850085.



Here we see the first appearance in the flesh, of Virgin's famous Gang Of Five, the team behind such Virgin greats as *Strangeloop* and *Dan Dare*. Yes, that 'fab five' have done it again with *Dan Dare II*, a game which even Phil finds hard to put down. These five . . . wait a minute . . . one, two, three . . . there are *six* of them! Who do you think you are, Virgin, a packet of six, mild, smooth smoking cigars? Sassen, frassen, rassen . . .







Kwoarrrr! Who's this then? Vixen? I'll say . . . Oh, that's the name of the new Martech game, *Vixen*. We like it, narty mean? (fnar). If you like it too (fnar, fnar), then keep it here till next ish, when you'll be able to get your sweaty little grabbers on a full colour poster of this handsome tigress for your very own! Interested? You bet your user port you are, you grunty little tremblers.

Okay son, don't be silly . . . Put down that

FRONTLINES . . .

You don't want to hurt anyone . . . BANG!





'Ello, 'ello, 'ello? What's all this then? Is this your news pages, sir? Would you mind stepping out of them for a moment?

FREE BADGES!

Yes, it's time to collect the jolly old token for the next badge in the *YS* collection. By now you should have three tokens, enough for two more badges from the *YS* collection. (*If you missed the tokens printed in the last two months, why not get a back issue? Ed*) But before you send them in and claim your badges, hold it! If you wait just one more month and collect the token in the May issue, you can send in four tokens and get all *three* badges that you're missing. What a deal! But if you only want two, (it's your choice!) then send your tokens to *YS* Badge Offer, *Your Sinclair*, Box 320, London N21 2NB, clearly stating which badges you want. Choose from **Wagga Wagga, Brainblending, OO-ER** or just plain ***Your Sinclair***.

ONE TOKEN

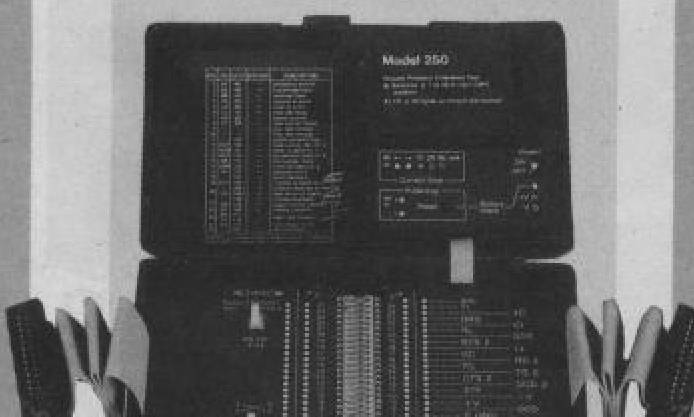


EXCLUSIVE GAME

On the cover of the next issue of *Your Sinclair* you're going to get an exclusive cover mounted cassette, containing a brand new and complete game for you to load in to your Speccy. Yes, we're doing it again! Following on from the success of *Batty, Play For Your Life* and *Moley Christmas,* comes another corky new game to play . . . Check it out! ONLY in *Your Sinclair*!

Spot The Gizmo.

Hey, wow! What the dickens is it? Is it Techno Phil's Hi-Tech Lunch Box? Is it a James Bond 'phone tapping device? No, it's a monitor gadget for testing and monitoring RS232/V.24 signals. Boring? Well, maybe, but not if you own a modem and would really like to see what sort of host computers you're logging on to . . . say, the possibilities are endless! Any comms buffs can call M-Trade (UK) Ltd. on 01-730-0681 . . . (Bee-bar, bee-bar, bee-bar) "Oi, sonny, this is the Joke Police! We 've reason to believe that there wasn't a single joke in that piece! You're nicked, my old beauty."



WIN, WIN, WIN!

10 copies of *Platoon* LP.



Yes, it's true! The first victim of war is merchandising deals. And you can be a part of it, with a free copy of the spanky new *Platoon* soundtrack album. Featuring a trio of commissioned tunes from the movie, the rest of this bumper platter is a crop of spiffy and very trendy tunes from the sixties, like the ones on the Levi 501 ads! And all you have to do to get a stab at one of these wicked waxings, is answer this simple question:

The classic sixties pop yodel *"When a Man Loves A Woman"* was recorded by which famous singer?

a) Percy Sledge
b) Postman Pat
c) Cecil Parkinson

YS COMPO

Answers on the back of a hula hoop to: The First Victim Of War Is Greed Gimme Gimme Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Please get yer entries in by April 30th 1988.



This Is A Job For... Super Spectrum!

STOP PRESS: We've just heard that Miles Gordon Technology has plans to release a Spectrum-like megacomputer late this year. Yes, it's a goodbye to those attribute problems and naff sound 'cos here comes different colours for every pixel, 256K, mouse, joystick and lightpen capability, built in networking, multichannel sound and four operating modes, including a Spectrum mode which will allow you to use existing speccy software! The machine isn't as reported in the weekly press, strictly for education, although Alan Miles of MGT has said that it's "networking ability and price will make it attractive and affordable for schools and other organisations." Yes folks, 'power without the price' comes to the Sinclair Speccy. At time of going to press, MGT were unwilling to let too much out of the bag, but they did say that the machine is working as a circuit, and they're now shopping around for someone to write the ROM. But, remember, MGT, two ROMs don't make a write!

Tizers

Have you got intelligent balls? Do you race them? Then you're just the chappy we've been looking for. If you've finished Firebird's wondrous *I Ball* and are looking for something new to play, then hold on to your hat, 'cos coming soon is *I Ball II*! Yes, it's the sequel, and it's out now. You have to race your intelligent balls through 50 underground labyrinths in search of ancient artifacts. You are armed with a flame thrower, of course, and you gotta avoid the rockfalls, radioactive materials and deadly ball eating mutants. Further details next ish.

Activision is a bit busy at the moment. No sooner has it brought one game out, it's bringing up the rear with a new one. *Gee Bee Air Rally* is a fabby new 3D air racing game, from the programmer of *Aliens US* and the *Hacker* twins, I and II. Scream with terror as your aircraft skims past the turning pylons with just a millimetre to spare, thrill to the 16 great courses you have to negociate, and cheer with delight 'cos you only have to wait until the middle of March to buy it! Yay!

Soon to be sizzling off your screens, Irem's famous arcade chart topper, *R-Type.* Inside sources tell us that the coin-op blastarama will be in the stores before you can say "Take that, alien filth" BLAT! under the Electric Dreams label. And that's not all. Activision has also got its mucky paws on the license for the faberoony *After Burner* coin-op. We're keeping our breath crossed and our fingers held! Oo-er!

Drive yourself to distraction with CRL's new release, out real soon, called *Road Warriors.* It's tough on the streets. Especially if you're a Hell's Angel, 'cos that's what the game's all about. Those crazy bikers are in town again, and you never know what they might get up to. But it's your turf and so you make your choice of auto from a selection including a Ferrari right down to a Volkswagon, and set out on a drive them bikers'll never forget. Yes folks, it's run over the bikers time again. Run 'em off the road, punt them up the back, chase 'em round in circles, anything you like. Just get rid of that scum any way you like, and then you can cruise the night away uninterrupted. Vrooom!

Great news, pop-pickers! The new, ultra hip sequel to *Renegade* is on it's way. With no firm release date set as yet, *Target Renegade* follows the adventures of our martial artist after his brush with the street slime in *Renegade.* The Long Way Home, perhaps?

To play the new game coming up from Ocean, you'll really need guts. In fact, that's the name of the game, *Gutz.* In this new Special FX designed game, you take the part of a man fighting his way out of a fearsome alien. That's right, you're inside the vicious beastie, and you've got to escape before you get digested. Splatter through the spleen! Hack through the heart! Burst through the brain! . . . Urgh! We're feeling a bit sick.

CHEETAH 125 *Special*

The Revolutionary Joystick

- Four Independantly Controllable Fire Buttons, each of which may activate it's own Assignable Functions
- Centre Return.
- Extra Strong Stabilising Suction Cups.
- Auto Fire Facility.
- 12 Month Warranty.
- Compatible with SPECTRUM 16K, 48K, 128K(using dual port interface),+2, +3, ATARI, COMMODORE 64, AMSTRAD CPC Range (with adaptor) etc.
- 8 Directional Control.
- Unique Rotate Function.
- Ergonomically Designed Hand Grip.
- Rugged Long Life Contacts.
- Also functions as Standard Type Joystick.



CHEETAH present The Most Innovative Development Ever In Joystick Technology. Imagine one of the first computer games - 'TANKS', a plan view of two tanks on a battlefield. First, put in a realistic background and some great sound effects, which is easy by todays standards - the game is still DULL. Now add more control to the tanks. Instead of the tanks only being able to fire in the direction that they are facing, you can now Rotate the Turret. You can Fire Broadside whilst dashing for cover, or Fire Backwards whilst retreating. The second fire button could fire a machine gun at the front, the third button lay mines and the fourth button shoot flares to light up the screen in night battles; or perhaps call up information on ammo or fuel left. Now imagine this new concept being applied to other games - Loop The Loop, in Flight Simulator games. High Jump in the Decathlon. Instant Realism, Instant Excitement, and Instant Skill are added.
All this is now possible with the patented 125 SPECIAL.
All the major software houses are now releasing games to take advantage of this new development making their games even more exhilarating.
The Special will also act as a normal joystick.

ONLY £12.99

Please state computer model when ordering

Prices include VAT, postage & packing. Delivery normally 14 days.
Export orders at no extra cost. Dealer enquiries welcome.
Cheetah, products available from branches of Boots Dixons Harrods
LASKYS WHSMITH High St. Stores
and all good computer shops or direct from Cheetah.

ACCESS PRESTEL

Cheetah Marketing

CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

FUTURE SHOCKS

Faster than a speeding broccoli! Hunkier than Syd Little! Better in bed than an electric blanket! Yes, it's *Future Shocks*, the pages that put the 'Pre' into 'Preview!' *(Eh? Ed)*

19



Ner ner-ner-ner ner ner ner, ner ner-ner-ner ner ner ner — yes, the most irritating single of all time comes direct to your Spectrum from the rejuvenated Cascade label. And why? Well, why not? (In-depth analysis there from Soccer's Mr Football.) As you'll recall, the average age of combat soldiers in World War Two was 26, while in Vietnam it was 19. Which means that most of the sprogs who went out there and survived would be about 40 now which is why they're all making fillums about the subject and boring us all to death. Ahem. But this 19 looks a bit fancy, knoworramean? This is the Boot Camp segment here, a sort of shooting gallery which is rather harder than, say, *Combat School*. You're supplied with a telephoto lens to help you spot the gooks, but then you've got to move fast to catch 'em. Other segments will include an Obstacle Course, Hand-to-Hand Combat and Jeep Training, and somewhere in among all this you'll also get sampled speech and the full title music by Paul Hardcastle (aaaagh!). There's even a free poster — and even before the game's out, a sequel is being planned. Gor lumme, to quote Dr Johnson. No details on price or release date yet, but watch the shelves (especially for enemy snipers) . . .

PREVIEW OF THE MONTH



CYBERNOID THE FIGHTING MACHINE

Hewson's been a touch on the quiet side lately, especially since its Graftgold team defected to Telecomsoft, taking *Magnetron* and all its other ideas with them. But Andrew Hewson's no nana, so it's no surprise to see him bouncing back with *Cybernoid —The Fighting Machine.* The look is very Hewson, probably because the game's been written by Raphaele Cecco, author of *Exolon*. It's a shoot 'em up for sure, but with that pedigree it could be a corker. Watch out for it at the end of March, at £7.99 for cassette and £14.99 for disk.





the Corporation

Sounds sinister, doesn't it. "Gentlemen, welcome to *The Corporation*. I hope you will be comfortable —I trust the straps are not too tight. After our little 'show,' I shall be asking you each a few questions in the Torturetron, over there through that window. I trust that you will supply us with the correct answers. Failure to do so will regrettably result in long-term damage to your brain, leaving you a vegetable. Cabbage, cauliflower, broccoli — it's your choice . . ."

Actually this is a new strategy/action game from Activision, and has absolutely nothing to do with torture or random cruelty, more's the pity. To prove your worth to the all-powerful Corporation, you must collect huge quantities of precious crystal from an asteroid, before the rival Corporation gets in there first. Looks different, certainly. It's due in March price £9.99.

FUTURE SHOCKS

BLACK LAMP

Follow the adventures of Jolly Jack the Jester, (*Is that you, Phil? Ed*) as he fights his way past buzzards, evil eagles and spell-spitting witches, through the magical kingdom of Allegoria. He must collect the magic lamps, and forge ahead to the Black Lamp guarded by a fierce and dangerous dragon! (Oooooo.) This great new Firebird game should be in the shops by the time you read this, and will cost £7.95. Strike a light!



"Now I lay me down to sleep,
I pray the Lord my soul to keep.
If I die before I wake,
I pray the Lord my soul to take."

Speak for yourself, mate. Now, what have we here? Ah yes, *Frightmare*, a satirical look at the world of dreams, (*Alton Towers? Ed*) in which you'll meet an embalmed Egyptian Pharaoh, wolf-men, swamp monsters and a family of Transylvanian zombies. Sounds a giggle. Actually, what we seem to have here is none other than our old friend the platform game, but what's wrong with that? Eh? You heard. Oi! You comin' it then? How about steppin' outside?

(This scene has unfortunately had to be cut from *Future Shocks*, as it may well upset readers of a nervous disposition.)

Forry about vat, we juft had a bip of trouble vere. What? Why are we talking like vif? Well, we loft our teef, didn't we? Anyway, vis *Frightmare* lark iv from Cafcade Gamev, and it'll be out foon at £9.95.

FRIGHTMARE



SOLDIER of LIGHT

A long time ago, in a galaxy further away than the grocers on the corner, a great coin-op arcade machine was born, (roll credits and . . . action). *Soldier Of Light* was a smash hit in the arcades in early '87, and now comes the Spectrum conversion from The Edge, containing all the awesome graphics, fearsome warriors and spouty little volcanoes of the original machine, *Soldier Of Light* is out now, priced £9.99.



FUTURE SHOCKS

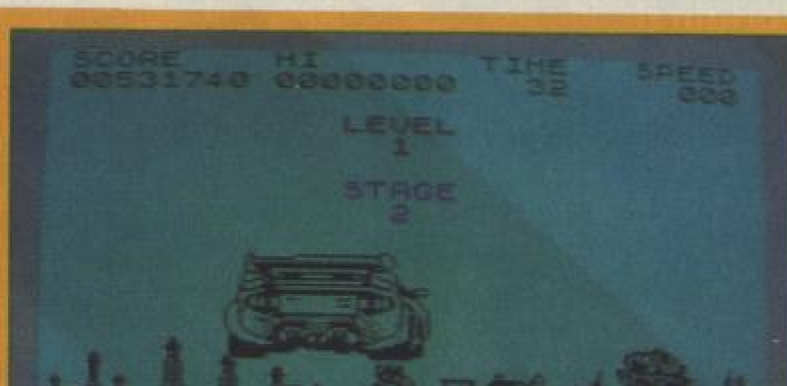
CHAMPIONSHIP Sprint

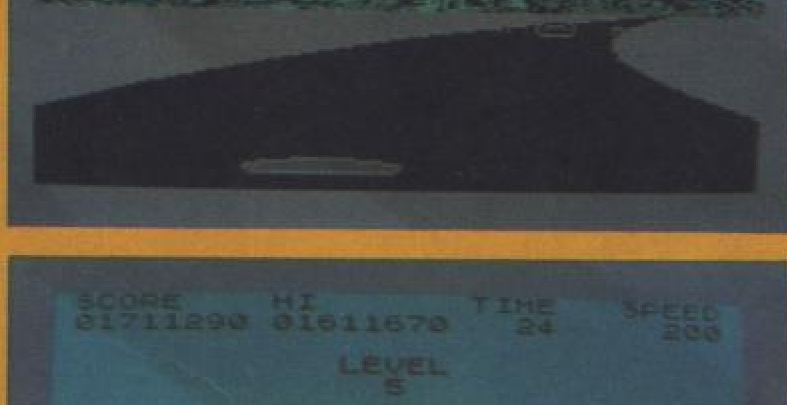
Minutes after *Super Sprint* underwhelmed a gripped nation, Activision is trying again with the souped-up version, *Champy Sprint*. It's very much the same bag of potatoes as before, by the looks of things, but this time you can customise and vary your own track with a fairly whizzy track editor. Just make sure the two ends join up, though —otherwise it'll be crashes aplenty, and you won't be allowed to stage a bicycle race, let alone a full formula one jobby. The details? Up to four circuits can be designed at one time. There are thousands of possible track combos. You can add your own hazards (Teresa driving?). And there are jump ramps, short cuts and gates (kerrash!) to play with. *Champy Sprint* should be out now, at £9.99. Look for a review in the next issue.





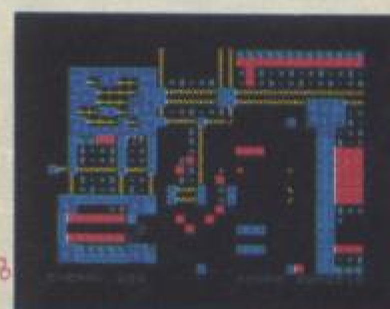
CRAZY CARS







Well, mildly disturbed, at least. It's bad news having a disturbed car — we social workers don't like to use the word 'crazy,' or indeed the expressions 'potty', 'dippy,' 'barking mad' or 'barmy as a can of peas and no mistake.' If you suspect that your car is suffering emotional problems — perhaps it gets depressed when you play AC/DC at 4000 decibels on the stereo — then tell us here at Hatstand Used Cars (Whoops Worra Giveaway) plc, and we'd be delighted to give you a quotation er, a diagnosis rather. Perhaps we can interest you in this model, *Mildly Disturbed Cars*, by the French software house Titus. It's a conversion from our 16-bit range of motors, but it should run smoothly and could well be out of the garage by the time you read this. Vroooom!



SPORE

Spore he's a jolly good fellow . . . well, something like that. Here's another game from the House of Mastertronic on its Bulldog label (The Best Of British? hmmmm), which has you collecting an antidote from an infected laboratory. Too late for review in this ish —watch out next month! Anyway, it's out now, at £1.99.

. . . AND NEXT MONTH

More of the spring's games, megagames, gigagames and nanogames (*LA Swat*). Including *Teladon* from Destiny, more news (we hope) of Denton's huge 3-D game for Ocean (now called *The Lost Continent*), *Way Of The Wovers* from Piwanha, *Anaconda* from Software Projects, and who knows what else. Yes, who does know? Not us, that's for sure. It's all part of the glorious uncertainty of life. We may even see *Buggy Boy* or *Ikari Warriors* from Elite. *(Oh come on . . . Ed).*



HOW CAN SO MUCH FUN BE CONTAINED IN ONE BOX?

A colossal compilation of original gameplays and unique challenges brought together in one classic collection of action, intrigue, humour



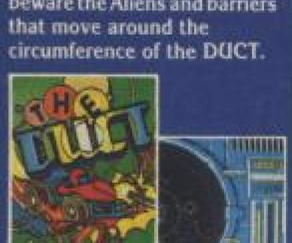
and entertainment. More fun... more excitement than even the most dedicated gameplayer can handle at any one time.

SPECTRUM/AMSTRAD

FOR ONLY £9.99 (£14.99 DISK) YOU CAN FIND OUT

CBM 64/128

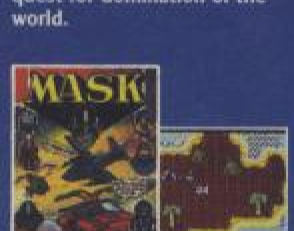
THE DUCT
Zoom your way through a network of tunnels in your buggy avoiding the myriad of hazards that race to meet you, beware the Aliens and barriers that move around the circumference of the DUCT.



AUF WIEDERSEHEN MONTY
Lying low in Gibraltar, poor persecuted Monty Mole's whereabouts have been leaked to 'Intermole', who are in hot pursuit.



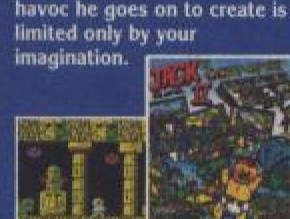
MASK
Join with the forces of MASK, skilfully commanded by Matt Trakker and combat the villainous VENOM in their quest for domination of the world.



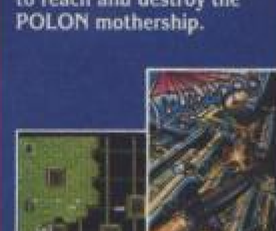
DEATH WISH 3
Modern day vigilante Paul Kersey wreaks his own form of revenge on the scum and filth that terrorise the streets of New York.



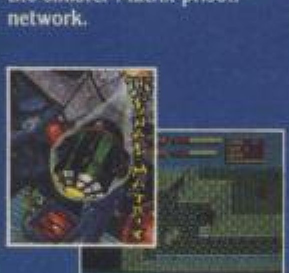
JACK THE NIPPER IN COCONUT CAPERS
Banished to Australia, our favourite little horror jumps plane to land in deepest, darkest jungleland. What havoc he goes on to create is limited only by your imagination.



BULLDOG
Blast your way through infinite levels of high speed space action, penetrating your enemies outer defence system to reach and destroy the POLON mothership.



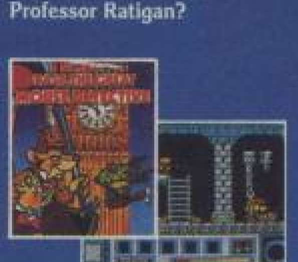
THE FINAL MATRIX
Brave Nimrod, sent on a dangerous and apparently endless mission to rescue other Bioptons imprisoned on the sinister Matrix prison network.



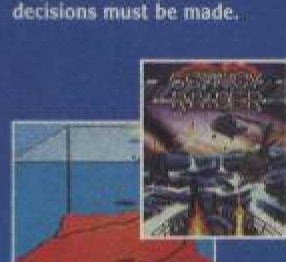
THING BOUNCES BACK
A quick hand and dogged determination are needed if you're to get anywhere with Thing, as Gremlin's springiest star bounces back in a new adventure.



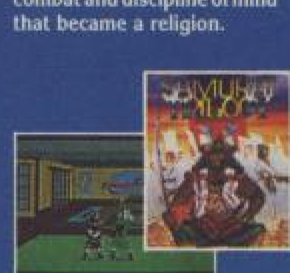
BASIL THE GREAT MOUSE DETECTIVE
Will your powers of deduction be enough to enable Basil to rescue Dr Dawson from the villainous clutches of Professor Ratigan?



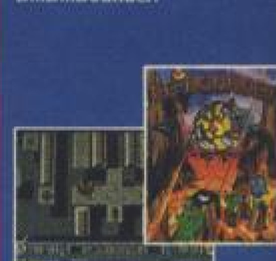
CONVOY RAIDER
The free world is in peril, the future of the country lies in your hands, frighteningly powerful weapons are at your disposal and important decisions must be made.



SAMURAI TRILOGY
In an age in which honour was revered, a class of warriors set themselves apart to dedicate their lives to a perfection in combat and discipline of mind that became a religion.



RE-BOUNDER
Armed to the teeth, challenge the might of the meddling overlord, to return to a happy-go-lucky life as a B...B...Bounder.



Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS.
Tel: (0742) 753423

GREMLIN

Screen shots from various formats.

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

PLAYGIRL

STAR LETTER

I was sitting on the bus the other day when from behind me I heard an outburst of giggles. I then realised everybody was looking at the cover of my *YS* (issue 25). Confused? So was I until someone let out an unrepeatable speech about me. I soon caught on. Everyone must have thought I was into porno mags for women. And do you know why? Because on the front was He-Man in full bondage costume. Guess who felt a right prat?

Dan Craton
Chelmsford, Essex

Don't go blaming it on YS. It's no wonder they thought you were a pervert if you were sitting on a bus feeling a prat. What did the prat have to say about this — is what I'd like to know? Disgusting — I bet your copy of YS was embarrassed to be grasped in your grubby paws in full view of a coach party! **Ed**

KEEPING UP WITH THE JONES'

I've had enough. Although as a father of two I enjoy Christmas very much, after two weeks of returning faulty goods and consoling disappointed youngsters, enough is certainly enough. I am now totally convinced that quality control for a whole range of goods lies solely with the poor unfortunate consumer. My record this year is:

a) Portable stereo, found faulty after 10 days, put into repair (no exchange after seven days) and subsequently lost. New unit currently okay, but it's early days yet.
b) Three sets of laser guns with faulty triggers and lasers that don't laser. Cash refund on the way.
c) Two alarm clocks that don't alarm. Scrap.
d) A shiny new Sinclair +2 and numerous games, all of which are just not up to scratch.

We are now on our third +2 and I am not convinced it is 100 percent sound. We've had problems with power units, interfaces, lack of memory and inability to load even the simplest of games. While all these 'problems' get sorted out eventually, I still spend time, petrol and effort running backwards and forwards to several shops — the one I originally bought it from is now out of stock!

To add insult to injury, Boots is now selling +3 kits at £159. Who would be a parent?

J H Jones
Bexleyheath, Kent

Crumbs you have had a bit of bad luck. I've had the odd teas-made that's had a personality crisis and thought that it was a Robo Chef, but nothing like you. Still it's worth being a parent 'cos if you weren't you wouldn't have written in to YS and you wouldn't be getting a shiny new YS badge now would you? **Ed**

ON THE JOB

Geeza job.

Ross McGovern
Glasgow, Scotland

No! **Ed**

BLACK MAGIC

I hereby throw down the gauntlet and claim to be the first person to complete Mike Singleton's *Dark Sceptre*. I completed it at 4.50pm on January 5th. A reaper I had recruited killed Umbrarg's Reaper at Wimbal's Way on the 22nd day and took the Dark Sceptre. I was then greeted by a completion message and then an endless sequence of warriors paraded across the message from right to left.

By the way, whatever happened to actually having to destroy the Dark Sceptre after gaining possession of it?

Scott G MacIntyre
Campbelltown, Argyll

I'm afraid I don't really know whether you're the first person to finish Dark Sceptre. Is anybody out there going to contend Scott's claim to fame? And while you're at it, does anybody know what did happen to having to destroy the Dark Sceptre? **Ed**

CHILE CON CARNAGE

Your free badge is the greatest thing since sliced *Neighbours*. I got the 'Oo-er' badge. Seeing as I come from Chile, this badge was seen as a blatent example of free expression and at 3am this morning the Chilean Secret police came for me. Which was odd 'cos I was in Lichenstein staying with my Uncle Hatstand at the time. Anyway, my end is near (oo-er) and at this very moment the chief executioner, a man named Phil 'my face with sarnies' Snouto is coming to put me in a gherkin, Kit-e-Kat and prisoner sandwich. Tatty bye!



Tom K Oticoyh
Norwich, Chile

PS Wagga wagga is Peruvian for wagga wagga.

I've never read such a pile of bats droppings since I last read Phil's Tipshop. And I also reckon that, though slicing up those Sheila's wearing slimline cozzies who throw up Fosters on the barby would be a good thing, it wouldn't beat our badges. **Ed**
PS Is it cold in Chile?

OCH AYE

I'm sending a picture of my Haggis . . . oops! It's been eaten by my dog Max. Well, I've sent a copy of the picture anyway — the haggis is about halfway down Max's stomach.

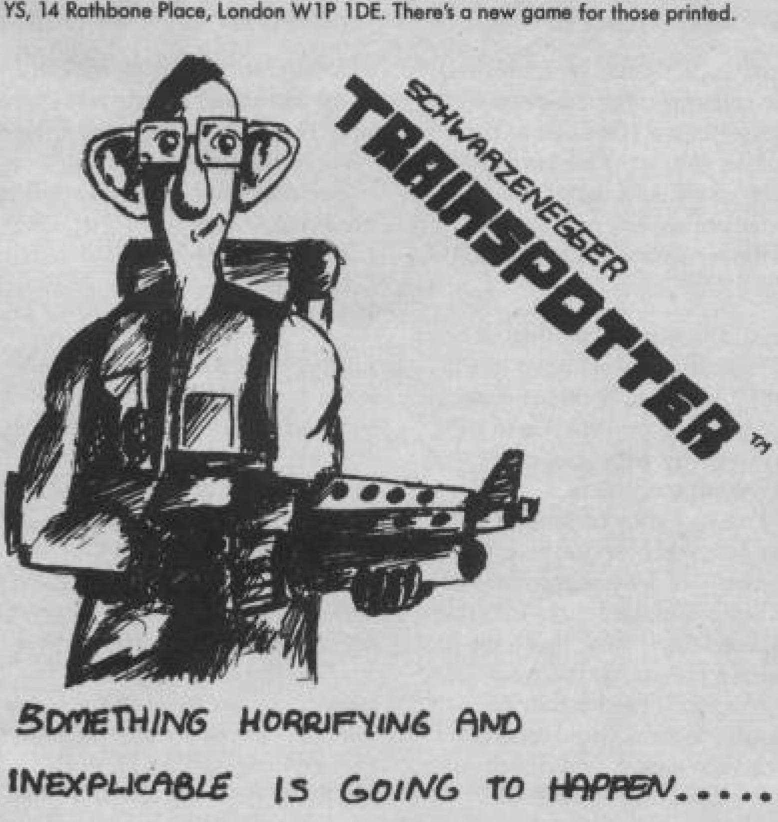
Ralph Kelly
Glasgow, Scotland

Blimey he looks a bit fierce! And the dog doesn't look very docile either. Apart from that it's a totally useless piece of information. **Ed**



DOODLEBUGS

Doodle away and have oodles of fun. Then send your cartoon into Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a new game for those printed.



Mucho macho, huh? These throbbing biceps come courtesy of mega-hunk James 'Mez' Merrifield, from downtown Wickfield. Wouldn't want to bump into him on a dark platform, would you?

Letters

CHIROPODY TIPS

Here's a simple set of instructions for anyone with a Spectrum that's more than one year old.

How to get your Spectrum working when there are two loose connections in the power lead:

1. Switch on computer, to be confronted by a greyish-black screen.
2. Check plugs and find everything is okay there.
3. Wiggle lead going into Spectrum with no result.
4. Wiggle lead coming out of power supply with no result again.
5. Wiggle both at the same time and HEY PRESTO, IT WORKS!!
6. Make important discovery that when you take your hands away, it switches itself off again.
7. Have a cup of tea.
8. Try to balance wires so that the computer works, which you manage after an hour. Then ten minutes later the cat jogs out the lead.
9. Tape up both connections, with no result.
10. Swear at computer.
11. Throw computer into box, breaking it further so it definitely won't work.
12. Go round to your friend's house and play on his computer.
13. Repeat process until you've saved enough money to get a replacement.

Karl Bunyan
Longworth, Lincoln

PS Donations will be accepted for a new power supply.

I don't wish to be pedantic, but wouldn't it be easier to send it off for repair in the first place? **Ed**



TRAINSPOTTER AWARD

FINGER LICKIN'

Here's a shocking thought! While reading your cool, excellent and well-crucial review of *Masters Of The Universe*, I decided to look closely at the cover illustration. Shock! Horror! He-Man's deformed! If you look at his left hand you'll see that he's got five knuckles, excluding the thumb. I hereby claim the Trainspotter Award. Also while reading the Jan issue letters, I noticed you spelt 'raisonable' wrong in the answer to Claire Terry's letter — it should've been reasonable. So ner!

Steve Higton
Cowes, Isle Of Wight

With a name like Dolph it's not surprising he's deformed — he probably thinks he's a GTi. So for that observation you get a Trainspotter Award. But as for your comments about the spelling of reasonable, if you'd read the letter properly you would've twigged that it's a joke. Raisonable as in raison meaning currant — currant account. Geddit? Thought not. Maybe it's just a fig-ment of my imagination or you're out of date. **Ed**

DAS CLEVER DICKEN

a) In your December issue your new contributor John Minson wrote "... *Clever & Smart* is based on a German comic strip ..." and in the Jan issue I read "... zese are kharakters from a Deutsch Komikstrip ...". Sorry, but you're wrong. *Clever & Smart* are Spanish characters, created by a cartoonist called Francisco Ibáñez. The comic was exported to other countries, including Germany, but it's not Deutsch. The names of the characters here are "Mortadelo y Filemón".
b) In the January issue, in his review of Piranha's *Through The Trap Door*, Richard Blaine made the same mistake three times. Don Priestly didn't write it. Don Priestley did. You've got two options. Choose one and then send me my Trainspotter Award please.

Jaime Cristobal
Pamplona, Spain

Erm ... I'm not quite sure what my options are. So I'll send you a Trainspotter Award anyway. **Ed**



Here's Francisco with Mortadelo, or is it Filemon?

BADGER SET

While I was stapling my cat to the wall I heard a knock at the door. T'was the postyman. He handed me a small package (s'funny, I hadn't opened the door). Scribbled upon this parcel was, (logically) my address. And inside it was ... yes! A YS badge. Trouble is, I've already got one. So I thought maybe you could send me another couple of badges for this letter.

Piggy 'US Marine' Shaw
Ivybridge, Devon

Talk about badgering us for things. Two superb YS badges should be enough for anyone. But as I'm feeling rather kind, I'll send you another one to complete the hat trick. Now that's your lot! **Ed**

THE GREAT VIZ DEBATE — continued

VIZ IS IT

I have just read your magazine and the great *Viz* debate and I thought that no debate is a debate without me in it. I thought *Viz* was brilliant and so did the rest of the family, and as for the bit about it not being suitable for people under 16 — I would say it would be better if it was not allowed to anyone under 13.

Alex Truscott
Horndean, Portsmouth

As with most things in life some people objected to Viz, but at least it gave some people like yourself something to chortle at. Glad you liked it. **Ed.**

SNYDER REMARKS

For some years now I have enjoyed reading *Your Spectrum/Sinclair* and have been amused by the double entendre frequently found therein — innocent to young readers and a laugh to older ones.

However, when literature of the nature of *Viz* is sent to me, I wonder if my subscription is well spent. As an expectant father, I do not wish to be put in the position, in a few years' time, of having to explain to my child that what appears to be a comic is not suitable for his/her eyes.

I therefore feel that, with regret, I must not renew my subscription. I return *Viz* to you as I no longer wish to have this pernicious trash in my home.

I should like to point out that your assurances that nothing of this nature will be sent out with YS in future would regain my subscription. Your observations would be appreciated.

Mark Syder
Prescot, Merseyside

As I've already said we stand by our decision to give Viz away with YS. Having said that, I appreciate that the humour isn't everyone's cup of tea and I'm sorry if you were offended. It is a shame that you're cancelling your subscription when we will be offering other cover mounted cassettes and freebies in the future. We won't be putting Viz with any future issues mainly because we like to do something different with each promotion. **Ed**

As a 34 year old mother of a nine year old son I have to say that it was totally out of order (*British Telecom*) for *Viz* to be given away with your otherwise excellent magazine.

I accept your comments as to the everyday language and contents of TV programmes to which our children are subjected to, but I don't think that's an excuse for you to follow suit.

My son is aware that bad language exists but I teach him that such words and deeds are only applicable to illiterate hooligans and louts who will, no doubt, come to a disastrous end. I don't feel it too much to ask that you exercise some degree of responsibility when you aim at a young market. I look forward to an increased awareness of your responsibilities in the future. Please stick to what you do well — I also think you should send my son a badge in compensation.

Gill Harris
Westcliff, Essex

I appreciate that some parents were offended by the contents of Viz and take your point that it is important to exercise responsibility in what should go in a magazine aimed at the young. I would defend that we felt we had done that, since the Viz we gave away was cleaned up considerably. I also feel that a few lavatorial jokes are far less offensive than some of the mindless, bloody violence that children can see on TV even in the early evening. Still you have my assurance that we are responsible in deciding what goes in (and with) an issue and your comments are obviously helpful. **Ed**



HOW DEBBIE MET A STRANGER!

'Desire' is like an intimate conversation on your PC screen! Just phone in and join in for hours of enjoyment. There's no enrolment fee — just one phone call via your modem puts you through to a new world of handy services and fun things to do. Take a look at the menu . . .

Charge Rate 38p inc. VAT peak & 25p inc. VAT per min. off peak. On Line from mid. February.

CHATTER BOX The interactive message board. Say what you want to say — stir up a hornets' nest, start up a friendship! See the immediate response!

MAILBOX A handy way to leave messages with friends.

DESIRE CLASSIFIEDS The perfect place to sell your old computers, or find a top computer job!

GRAFFITI CORNER Whatever you want to say, here's where to say it!

DEBBIE DESIRE'S PROBLEM PAGE Personal, emotional or sexual problems answered.

DESIRE
LONDON E14 9TW **PHONE NOW** 0898 555 555

MICROSNIPS

DEPARTMENT "YS"

24 Hr ANSAFONE

37 SEAVIEW ROAD · WALLASEY · MERSEYSIDE · L45 4QN. Telephone: (051) 630 3013



23567	30 GAMES		£7.95
23708	6 PAK		£7.95
25953	6 PAK Vol. 2		£7.95
*26373	720		£7.50
22597	ACADEMY		£7.50
*26138	ACE 2		£7.50
*26872	ACE 2	+3	£10.50
23101	ACE OF ACES		£7.50
22432	ACROJET		£7.95
26045	ACTION FORCE		£7.95
26046	ACTION FORCE	+3	£11.95
22487	ADVANCED ART STUDIO	(+128)	£19.95
22647	ALIENS (ELECTRIC)		£7.95
25887	ALIENS (U.S. VERSION)		£7.95
*15460	ALL NEW BLOCKBUSTERS		£6.50
*26662	ANDY CAP		£7.95
22604	ANNALS OF ROME		£10.50
*26587	ARCADE +3	+3	£7.95
23386	ARKANOID		£6.50
25249	ARMAGEDDON MAN		£10.50
23991	ARMY MOVES		£6.50
24927	ARNHEM		£7.50
25352	ATHENA		£6.50
23782	AUF WIEDERSEHEN MONTY		£6.50
24674	BARBARIAN		£7.95
26024	BASIL MOUSE DETECTIVE		£6.50
*26606	BASKET MASTER		£6.50
22598	BATTLEFIELD GERMANY		£10.50
21653	BEST OF BEYOND		£7.95
*26070	BIG 4 VOL. 2		£7.95
23814	BISMARCK		£7.95
*26347	BLITZKREIG		£7.95
26035	BOBSLEIGH		£7.95
23375	BOMBJACK 2		£6.50
*26430	BOULDERDASH CONST. SET		£7.95
*26820	BRAVE STARR		£7.50
23060	BRIAN CLOUGH FOOTBALL		£11.45
25620	BUBBLE BOBBLE		£6.50
20260	BULLS-EYE		£6.50
*26831	CALIFORNIA GAMES		£7.50
*26961	CALIFORNIA GAMES	+3	£10.50
*26116	CAPTAIN AMERICA		£7.50
*26485	CHOLO		£7.95
*26836	CLEVER + SMART		£7.50
22728	CLUEDO		£7.95
25318	COIN-OP CLASSICS		£7.95
22230	COLOSSUS BRIDGE		£9.50
21248	COLOSSUS CHESS 4		£7.45
26847	COLOSSUS CHESS 4	+3	£11.95
*26338	COMBAT SCHOOL		£6.50
*26341	COMBAT SCHOOL	+3	£11.95
*26670	COMPENDIUM		£6.50
19798	COMPUTER HITS 10		£7.95
20464	COMPUTER HITS 2		£7.95
21830	COMPUTER HITS 3		£7.95
25803	COMPUTER HITS 4		£7.95
23770	COMPUTER HITS 5		£5.50
19803	COMPUTER HITS 6		£5.50
24020	CONFLICTS		£10.50
24749	CONFLICTS 2		£6.50
26014	COUNTDOWN		£6.50
21926	CYRUS II CHESS	(+128)	£9.50
*26419	DARK SCEPTRE		£6.50
25730	DE LUX SCRABBLE	+3	£12.45
*26523	DE LUX SCRABBLE	(+128)	£9.50
25426	DEATH WISH 3		£6.50
*26657	DEFLECTOR		£6.50
20448	DESERT RATS	(+128)	£7.95
22580	DONKEY KONG		£6.50
*26800	DOUBLE		£6.50
*26099	DRAGONS LAIR 1+2 (Twin Pk)		£6.50
*26348	DRILLER		£11.95
*26769	DRILLER	+3	£13.95
*26605	DRUID 2		£6.50
19792	ELITE	(+128)	£7.95
*26358	ELITE COLLECTION		£11.95
23714	ENDURO RACER		£7.99
*26602	ERIK-PHANTOM OF OPERA		£6.50
*26603	ERIK-PHANTOM OF OPERA	+3	£7.95
25968	EVENING STAR		£6.50
25292	EXOLON		£6.50
23988	EXPRESS RAIDER		£7.50
*26342	EYE		£7.95
*26501	EYE	+3	£11.95
*26120	FIVE STAR GAMES 3		£7.95
*26813	FIVE STAR GAMES 3	+3	£11.95
*26797	FLYING SHARK		£6.50
25372	FOOTBALL DIRECTOR		£7.50
*26899	FOOTBALL MANAGER	+3	£7.95
*26958	FOUR SMASH HITS		£6.50
25913	FREDDY HARDEST		£6.50
19670	G GOOCH TEST CRICKET		£7.95
*26428	GALACTIC GAMES		£7.95
24706	GALLIPOLI		£7.50
25584	GAMBLER		£6.50
25170	GAME OVER		£6.50
25873	GAME, SET + MATCH		£10.50
25942	GAME, SET + MATCH	+3	£14.95
*26284	GARY LINEKERS FOOTBALL		£6.50
22865	GAUNTLET		£7.50
25802	GAUNTLET	+3	£10.50
*26528	GAUNTLET 2		£7.50
20966	GHOST & GOBLINS		£6.50
*26142	GNOME RANGER		£7.95
*26527	GRYZOR		£6.50
25529	GUADACANAL		£7.95
25437	GUNSHIP		£7.95
23733	HEAD OVER HEELS		£6.50
24852	HOLLYWOOD POKER		£5.50
25684	HOW TO BE A BASTARD		£6.50
24610	HYDROFOOL		£6.50
25792	HYSTERIA		£6.50
21520	IAN BOTHAM TEST MATCH		£6.50
25633	INDIANA JONES		£7.50
21874	INFILTRATOR		£7.95
*26901	INTERNATIONAL KARATE	+3	£7.95
*26729	INTERNATIONAL KARATE +		£7.95
23398	INTO THE EAGLES NEST		£7.50
25701	JACK THE NIPPER 2		£6.50
*26134	JACKAL		£6.50
23108	JAILBREAK (KONAMI)		£6.50
21576	JEWELS OF DARKNESS		£11.95
25747	KIDS PLAY		£7.95
22552	KONAMI COIN-OPS		£7.95
23341	LEADERBOARD		£7.95
24632	LEADERBOARD ADD ON T.		£3.99
23103	LITTLE COMP PEOPLE	(+128)	£7.95
*26398	LIVE AMMO		£7.95
*26399	LIVE AMMO	+3	£11.95
25069	LIVING DAYLIGHTS		£7.95
24641	LIVINGSTONE		£7.50
25983	LUCAS FILM COMPILATION		£7.95
*26665	MAD BALLS		£6.50
24598	MAG MAX		£6.50
*26467	MAGNIFICENT 7		£7.95
*26468	MAGNIFICENT 7	+3	£14.50
25563	MASK		£6.50
*26397	MASK 2		£6.50
*26805	MASTERS of the UNIVERSE (Movie)		£6.50
*26423	MATCHDAY 2		£6.50
*26424	MATCHDAY 2	+3	£11.95
*26139	MEAN STREAK		£6.50
25587	MERCENARY		£7.95
24576	METROCROSS		£7.50
25027	MICRONAUT		£7.95
22721	MONOPOLY		£7.95
25594	MOON STRIKE	(+128)	£6.50
24928	MYSTERY OF ARKHAM		£6.50
25980	MYSTERY OF THE NILE		£6.50
24005	NAPOLEAN AT WAR		£7.50
*26127	NEBULUS		£6.50
23651	NEMISIS		£6.50
21606	NIGHTMARE RALLY		£6.50
*26569	NIHILIST		£6.50
*26634	NOT A PENNY MORE		£11.95
23847	NOW GAMES 4		£7.95
*26833	OUT OF THIS WORLD		£7.50
*26739	OUT RUN		£7.50
21704	PAPERBOY		£6.50
*25969	PAWN	+3	£12.50
24077	PAWN	(+128)	£11.95
25848	PEGASUS BRIDGE		£10.50
*26584	PHANTOM CLUB		£6.50
*26744	PLUS 3 HITS	+3	£7.95
*26754	PLUS 3 PACK	+3	£11.95
26056	POWER PLAYS		£7.95
24945	PROHIBITION		£7.95
21388	PSI 5 TRADING CO.		£6.50
22934	PSION CHESS SINCLAIR 4		£15.95
*26296	PSYCHO SOLDIER		£6.50
*26559	RAMPAGE		£7.95
25727	RED L.E.D.		£7.50
25598	RENEGADE		£6.50
*26325	RENEGADE	+3	£11.95
25250	ROAD RUNNER		£7.50
24784	ROUNDHEADS		£7.45
*26274	RYGAR		£7.50
23809	SABOTEUR 2		£6.50
*26411	SALAMANDER		£6.50
25769	SAMURAI TRILOGY		£6.50
22732	SCALEXTRIC		£7.95
22720	SCRABBLE		£7.95
*26473	SCRUPLES	+3	£11.95
*26475	SCRUPLES	(+128)	£7.95
*26474	SCRUPLES	(48K)	£7.95
23908	SENTINEL		£7.95
24756	SHADOWS OF MORDOR		£6.50
*26406	SIDEWALK		£7.95
25583	SIDEWIZE		£6.50
22059	SILENT SERVICE		£7.95
22495	SILICON DREAMS		£11.95
25910	SLAINE		£7.50
24864	SLAP FLIGHT		£6.50
26034	SOLID GOLD		£7.95
*26351	SOLID GOLD	+3	£11.95
25878	SORCERER LORD		£10.50
22350	SPACE HARRIER		£6.50
20046	SPITFIRE 40	(+128)	£7.95
*26588	SPORTS +3	+3	£7.95
25712	SPY V SPY 3		£7.95
25470	STAR GAMES 2		£7.95
*26059	STAR RAIDERS 2	+3	£10.50
*26159	STAR WARS		£7.95
*26856	STAR WARS	+3	£11.95

ORDER BY PHONE WITH

HOTLINE 051-691 2008

We apologise for any alteration, omissions since going to press.

CREDIT CHARGE

Postage and Packing
Items under £20 add £1.00
Items under £50 add £2.00
Items under £100 add £5.00
Items over £100 add £10 for Group 4 Courier ensuring delivery to you the day after despatch.
Overseas customers (Europe): Full price shown will cover carriage and free tax.
Non-European add 5% to total.

* Denotes new release.

OVER 700 TITLES AVAILABLE — PLEASE SEND FOR "YS" LIST
FREE PRICE LIST WITH FIRST ORDER

051-630 3013
CUSTOMER ENQUIRIES

051-691 2008
MAIL ORDER

051-630 5396
ACCOUNTS

Letters

LOVE IS . . .

I regularly buy YS and am considering subscribing, so that I may get a brilliant free full price game. However, I am unfortunate enough to have a +3. Would you consider offering disks? I'd be very grateful and just might send you a Valentine's card!!

Farhad Islam
Didsbury, Manchester

PS If the answer is no, then just send me a Multiface 3.

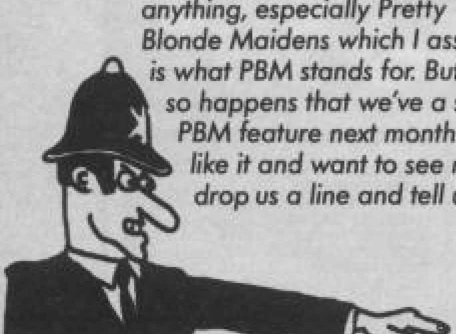
I'd do anything for a Valentine's card but I can't promise any +3 disks for subscribers. But maybe when there are a few more +3 games to choose from we'll be able to sort something out. Meanwhile, you can play 48 and 128K tapes on your +3. All you need is a Y shaped lead with a stereo micro jack on one end and two mono ones on the other to connect up a tape recorder. **Ed**

PLAYAWAY

Bang your heads against a wall and think about this one. Other mags, such as C&VG (spit, curse, etc) have a PBM section and you don't! I'm sure other people write in wanting a PBM section, so why not listen to us? I'm sure good ol' Mike Gerrard wouldn't object.

K Adamson
Sandwick, Shetland

Mike Gerrard wouldn't object to anything, especially Pretty Blonde Maidens which I assume is what PBM stands for. But it just so happens that we've a special PBM feature next month. If you like it and want to see more drop us a line and tell us. **Ed**



BALOOKI!

Please could you explain why you keep on referring to people as 'completely hatstand'. What does this mean? Perhaps you could enclose a glossary at the back of the magazine.

Robert Wilkins
Llangunnor, Carmarthen

To help you through this issue of YS, Robert, here are some excerpts from the L Ron Hatstand Guide To Spectrology: **bozzy** *(boh-zee) adj. meritorious, good, of great worth.*
wazz *(whaz) n. a person of limited knowledge. (orig. diminutive of wazzock, North English term of derision)*
corky *(kaw-kee) adj. spanking, ripping or generally tophole.*
wagga wagga *(wah-ger wah-ger) interj. loosely — "What ho! this is rather good!"*
hatstand *(hat-stand) n. 1. a frame or pole equipped with hooks or arms for hanging up hats, coats, etc. 2. adj. slang a person who exhibits irrational behaviour. (orig. Roger Irrelevant, Viz comic 1987)*
Okay? **Phil**

SMALL PRINT

Did you know you have nice teeth?
Pasi Pirttiaho
Oulu, Finland
And you've got nice eyes too! **Ed**

Was Phil born mad or has he practised?
Barry Holland
Middlewich
I'm afraid it's a congenital defect, though he does practice putting on the straight jacket. **Ed**

Me and my girlfriend Clare always play it and once I scored 721507. Is that a record?
Paul Forbes
Streatham, London
I don't know what you're talking about and I don't think I want to know either. So I've no idea if it's a record. **Ed**

Please will you marry me.
Chris Pieri,
Sheppey
Who do you mean? Phil? Darrell? Marcus? Or me? **Ed**

NEAVE IT AHT!

I've got three questions to ask you —
1. How do you kneel on someone in *Renegade*?
2. Why is your brill mag so good?
3. Why does everyone pick on Phil South and say he eats a lot, when he's really very cute?

Julie Neave
Blyth, Northumberland

In answer to your three questions: 1. I don't know why you want to kneel on someone in Renegade, it's more fun to kick 'em from standing to knock them down and then to crouch and belt 'em one. 2. I can only think of one reason why YS is so good — it's got all you lot reading it and us lot writing it. 3. Phil is what you call a scapegoat — or he would be if he hadn't eaten it! **Ed**

THE WONDERFUL WORLD OF THE SPECCY

Every month, we invite readers from overseas to write in and tell us all about the wide world of Speccy playing. Or something like that . . .

Hello I'm Kastrol (Wim Castermans) from Diepenbeek, Belgium.
When I get a game, I like *Uridium*.
Kastrol (RIP)
PS Here is a picture of me and my brother.



More of a barmpot than a plant pot, methinks. It's that liquid engineering, if you ask me. **Ed**

KINDLY LEAVE THE STAGE

Another shovelful of crap and totally banal jokes with an international smell this month thanks to **Janne Harju** from Finland and two Brits, **E. Tomlinson** and **Simon Berrell**. Please direct complaints c/o British Airways, Ingrams Drive, Redditch.

Q: How do you know when a lepers card game is over?
A: Someone throws in their hand!

Q: How can you tell the difference between male and female snowmen?
A: Snowballs!

Q: What is the unity between bat and a button? (sic)
A: They can't neither sing like Swiss's do! (sic again)

Guess who sent the last one! Probably lost something in translation, eh? If you know a real rib-tickler that you want to share with the whole world, keep it to yourself. Sorry, just joking — send your wit to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. There's a badge for every one we print.

DESERT ISLAND DISKS



Welcome to **Steven Leicester** as this month's Desert Island Disker. Rescue is on its way 'cos he's chosen his fave eight games. Take it away Steve.

Sabateur II/Durell
Vrrooom . . . revving away on motorbikes, 10 foot tall androids, panthers and lifts make this a triff game. Well done Durell for an ace tonic for my Speccy.

Future Games/Mastertronic
Good game with events like Hairy Meanoids Spheres, blast 'em up and the Link. A highly underrated game that I reckon is one of Mastertronic's best releases.

Batty/Elite
I stood back in amazement when you stuck this on the cover. It certainly drove me batty — I'm still recovering. Arrrrgggggggh!

Stormbringer/MAD
Tremendous graphics and animation in this one. The windimation is a delight to use even though I found the game very difficult. Solution anyone?

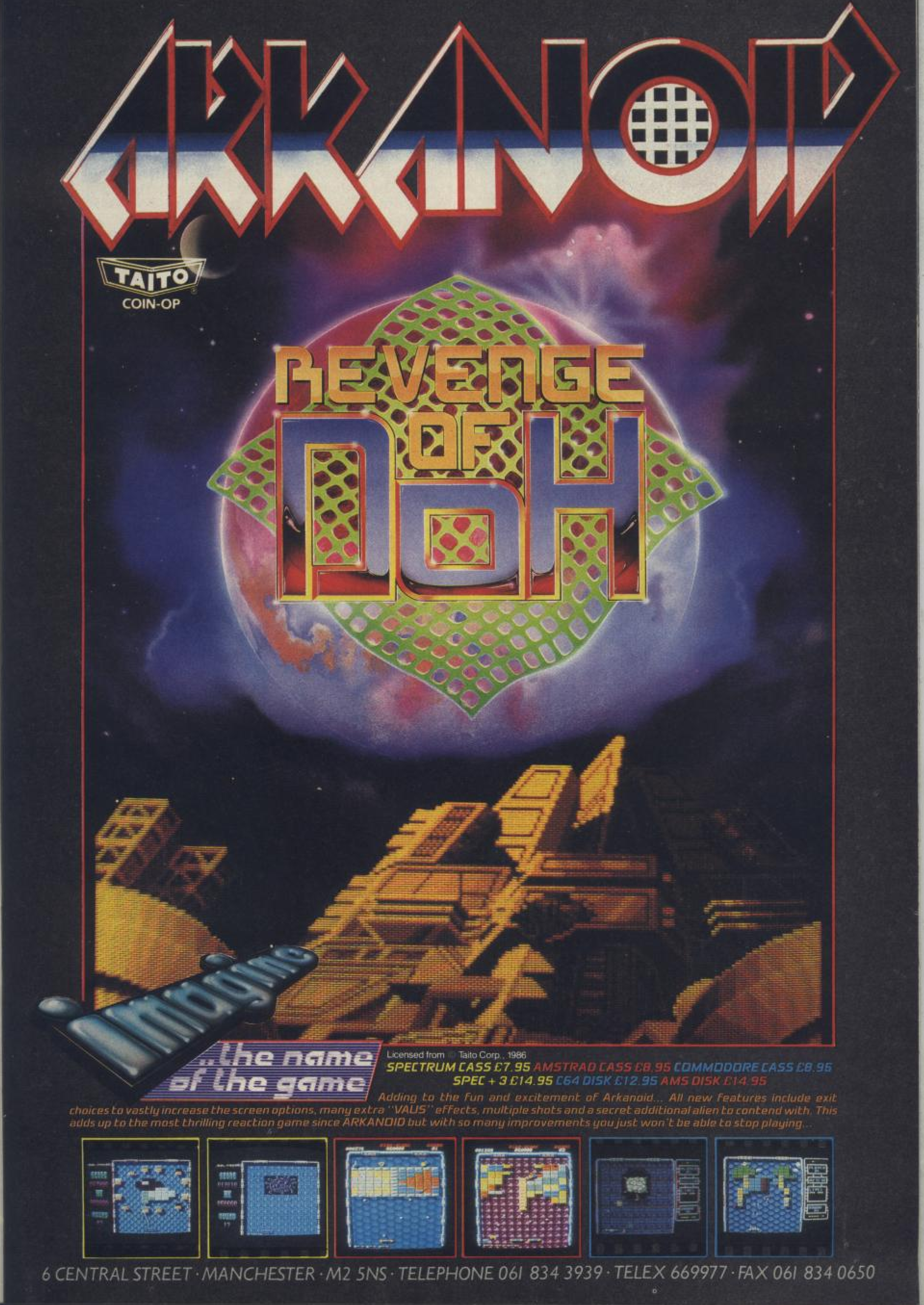
Auf Widersehen Monty/Gremlin
I just lurve Monty doing his ballet and leaps all over the screen. Collecting cheques and air tickets, avoiding aliens. Worra game!

Split Personalities/Domark
Gormless Maggie, Sir Clive, Di and Charles are all captured in great graphics. Bombs, Taps and Matches all add to the wild and wacky atmosphere.

Marble Madness/
Melbourne House
Damn, I've just fallen off the edge again. Good Speccy conversion, well worthy of the original arcade classic.

Jack The Nipper/Gremlin
Me finks this game is gweat fun! Wreaking havoc all over the place to get the Naughtymeter up again to be the King of the Rascals.

If you were stranded on a desert island with a Speccy what eight games would you take with you? Write in with a pic and tell us. The wittiest gets printed and you'll get a badge and three brand new games for your trouble.


ARKANOID
TAITO
COIN-OP
REVENGE OF DOH
Imagine
..the name of the game
Licensed from © Taito Corp., 1986
SPECTRUM CASS £7.95 AMSTRAD CASS £8.95 COMMODORE CASS £8.95
SPEC + 3 £14.95 C64 DISK £12.95 AMS DISK £14.95
Adding to the fun and excitement of Arkanoid... All new features include exit choices to vastly increase the screen options, many extra "VAUS" effects, multiple shots and a secret additional alien to contend with. This adds up to the most thrilling reaction game since ARKANOID but with so many improvements you just won't be able to stop playing...
6 CENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977 · FAX 061 834 0650

KARNOV

Wagski, wagski! Fire breathing comrade, *Phil Snoutovitch*, is always Russian about, so we sent him to see Electric Dreams' new mega arcadeski conversionovitch . . . *Karnov!*

Okay, hands up all of you who remember *Karnov* in the arcades. Come on, don't be shy . . . that's better . . . twenty, thirty, forty . . . un-huh, just as I thought. A little under half of you. That's okay, don't worry about it, you're not alone. Not many people in the *YS* office recalled having seen it, either. And it's hardly surprising, considering the titles which came out at the same time: *Out Run, Super Hang On, Road Blasters* and Mastertronic's Arcadio series starting with *Rockford* and *Road Wars.* So with all that new and highly innovative machinery flying round the arcades, who's going to notice a brilliant new platform based game about a fire breathing Russian? Well, me for one, I thought it was brilliant in the arcades, and quite frankly I didn't hold out much hope for a Spectrum conversion, as I figured that even if anyone noticed how brilliant it was, they'd come up with a crummy monochrome version or none at all. But, unbeknownst to little me, Electric Dreams noticed *Karnov* as well, and far from producing a throwaway version, has produced a ground breaking, colourful and faithful game, full of breathtaking action and addictive to the last drop.

It's very easy to run out of superlatives (long words that mean something nice) in a megagame preview, so rather than write a couple of hundred words which get you reaching for the dictionary every step of the way, let me tell you what to expect from *Karnov,* and tell you a little bit about how it was done.

Karnov is a burly Russian muscleman, who is charging about a weird landscape in search of the Lost Treasure Of Babylon. On his way he meets giant golden robots, skeletons on ostriches(?), genies on firey, flying carpets, and those awful little flying monkeys that always get you in the first level . . . (growl!) Karnov must also collect little icons, (*From which great oaks do grow no doubt. Haw haw. Ed*), like the little K icons for bonus points, the magic boomerang and the extra flame icons, which allow Karnov to beat the most serious nasties, and the wings, flippers and Super Boot icons, which help the rockin' Russian get through the highest, wettest and hardest to jump of the game's important little places. There's also some very useful extendable ladders so Karnov can look in places he can't ordinarily see in the game. (Hint!) Okay, that's a swift recap of the gameplay, what does it look like?

Just like Don Priestley's *Trap Door* games, *Karnov* doesn't do away with the attribute problem, but just forces the computer to make the best of it. The sprites all have their own colours, and to prevent them either leaving that colour on the backgrounds or taking on the background colour, the sprites decide which colour combination will suit them best and use that. So because the sprites are making the best of, or 'optimising,' the colours available to them, the routine is called a 'dynamically optimised sprite routine,' (ptui!). Yes, I thought it was a bit of a mouthful as well. Nine levels and many different ways to complete them, makes *Karnov* a hard game, but well worth the trouble.

So there you have it. Probably the best platform game in the world. Wait a minute, where have I heard that phrase before? Okay, Boris, roll on the screenshots! (Di-di-di-di-dee-di-di-dum . . .)



They're Offski!



Karnov has to blast his way through herds of demonic ostriches ridden by skeletons, and golems like the little geezer on the right. Golems throw what look like giant digestive biscuits, actually boulders, which Karnov has to dodge or blast with his firey breath. If he collects the ball above his head, from then on he'll spit dual fireballs.

Goin' Up



One of the most useful tools in Karnov's armoury is the extendable ladder, seen here helping our comrade grab a pair of Super Boots which are way off the top of the screen. Because the ladder is in use, it doesn't show as an icon on Karnov's inventory bar at the bottom of the screen. You can select any of the useful objects by wibbling the joystick from side to side and pressing a keyboard key.

FAX BOX
Game .... *Karnov*
Publisher .... Electric Dreams
Price £9.99

Ducking Biscuits



Argh! It's the Killer Biscuits! As the Golem throws the boulders at you, run under them and they'll always fly right over your head. Then leap up and spit fire at him. Golems are usually easy to get rid of, but be sure you don't get hit by another meany while you're falling back to earth. Also, time your jump carefully between his throws, or you could end up with your head in a boulder.



Fishious!



It's a good job Karnov has got double fire power at this point. He's going to need it against the evil Merman. From the vase under the Merman's arm he shoots deadly water bombs which, although they look pretty, are in fact deadly on contact. But luckily he doesn't shoot them very often and they're quite slow moving, so Karnov can jump over them and keep shooting while he's airbourne.

ILLUSTRATION: NICK DAVIES

THE NEW SINCLAIR HAS ONE BIG DISK-



THE SINCLAIR ZX SPECTRUM+3 WITH 6 FREE GAMES AND A JOYSTICK.

STREET

And so, in the words of the great L Ron Hatstand, "No Man Is An Ireland." To prove the wisdom of this redundantly pedantic aphorism (*Say what? Ed*), *YS* once again brings you a taste of the real world. Let's see what's going on beyond your monitor screen in the tastiest charts page since the *NME* stopped printing on sugar paper.

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(1)	***Out Run***/Sega-US Gold
2	(2)	***Match Day II***/Ocean
3	(3)	***Combat School***/Ocean
4	(9)	***Gunship***/Microprose
5	NE	***Garfield***/The Edge
6	NE	***California Games***/Epyx
7	(5)	***Gary Lineker's Superstar Soccer***/Gremlin
8	RE	***Star Wars***/Domark
9	NE	***Magnificent 7***/Ocean
10	NE	***Football Director***/D&H

Worrabout that then? Congratulations to indie house D&H for their debut in the YS Top Ten — it just goes to show that people lurve footie management games, even without whizzy graphics. Meanwhile, *Out Run* is still rampant, and outselling the latest Ritman masterpiece by over two to one.

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	NE	*Kik Start 2*/Mastertronic
2	(2)	*ATV Simulator*/Code Masters
3	NE	*Super Stuntman*/Code Masters
4	(3)	*Fruit Machine Simulator*/Code Masters
5	NE	*Trap Door*/Alternative
6	(1)	*Grand Prix Simulator*/Code Masters
7	NE	*Popeye*/Alternative
8	(6)	*Dizzy*/Code Masters
9	(4)	*Back To The Future*/Firebird
10	NE	*LA Swat*/Mastertronic

Charts compiled for *YS* by Gallup.

COMICS

1. ***Blackhawk*** (DC) No. 2
2. ***Excalibur*** (Marvel) No. 1
3. ***X-Men*** (Marvel) No. 229
4. ***Amazing Spiderman*** (Marvel) No. 300
5. ***Hellblazer*** (DC) No. 5
6. ***Hulk*** (Marvel) No. 343
7. ***The Punisher*** (Marvel) No. 8
8. ***Marshal Law*** (Epic) No. 2
9. ***Eddy Current*** (Mad Dog Graphics) No. 5
10. ***American*** (Dark Horse) No. 3

Chart supplied by Michael O'Donoghue of Virgin Comics



● No real changes from last month's chart here, with Howard Chaykin's biffo *Blackhawk* from DC just nosing past Marvel's *X-Men* spin-off, *Excalibur*, last month's numero uno. The uncanny *X-Men* regular mag is still in the top 3, which is great 'cos it's my fave comic. (Yay, *X-Men!*) *Amazing Spiderman* is a sort of new entry, although always a good seller; you don't get to 300 issues by only flogging 10 issues a month, do you now?

Glancing down this month's listing, two interesting trends are apparent. *Hellblazer* is doing good business, due to the fact that it's set in England I suspect, but what's more interesting is that it's a more adult style comic, with more arty art and quite a complex story. The other nice trend is the independent comic companies bubbling up from under the bottom of the chart. It's good to see some small companies breaking the DC/Marvel chart domination, especially such super-duper little studios like Mad Dog. Still, let's hope there's some new entries next time, 'cos I'm getting fed up with these old lags hanging on to the top slots!
Phil Snout (Comix Editor)

This month's Lightbulb Joke comes from our wacky Irish friend, **Gerard Carton.**
Q. How many folkies does it take to change a lightbulb?
A. Seven. One to change the bulb, and six to argue that the new one is not as good as the original.



Arcade Games

This Month	Last Month	Game/Publisher
1	(1)	*Operation Wolf*/Taito
2	(3)	*Street Fighter*/Capcom
3	(5)	*Football*/Atari
4	(7)	*Rabbit Punch*/Taito
5	(2)	*Guerilla Wars*/SNK
6	(4)	*Xenophobe*/Bally
7	(6)	*Time Soldier*/SNK
8	(6)	*Tiger Road*/Capcom
9	(9)	*Terra Force*/Nichibutsu
10	(10)	*Midnight Landing*/Taito

GUERILLA WARS



Chart courtesy of *Worlds Fair* magazine

Adventures

This Month	Last Month	Game/Publisher
1	(1)	Knight Orc/Rainbird
2	(2)	Football Frenzy/Alternative
3	(5)	Gnome Ranger/Level 9
4	RE	Dark Sceptre/Firebird
5	RE	Venom/Mastertronic

Compiled for *YS* by Roger Hulley at R&R Distribution

ET LIFE

DESERT ISLAND DISKS — FOR YOUR WORST ENEMY

Scott McNab's personal list of 1987's gobbliest turkeys . . .

Deep Strike/Durell
The graphics looked good in the screenshots but actually they're jerky and very slow moving. And the game! (What game?)

Donkey Kong/Ocean
Who wants to see an old (and rubbishy) game on their new Speccy? Not me, for one.

Masters Of The Universe/US Gold
An early rushed tie-in without any reason. The graphics are crude, there's no sound, and playability is well below average.

Bazooka Bill/Melbourne House
Think of any derogatory word, and that describes this game. I wonder if the programmer gets any sleep at nights.

Tomb Of Syrinx/The Power House
Quite frankly it would be more fun watching porridge go cold or counting the number of little dots on a TV screen than playing this.

Olympic Spectacular/Alternative
Cor! This was bad enough in the 1890s (shurely shome mishtake) but now? It's as bad as *EastEnders* — which I omit out of pity.

Dawnssley/Top Ten
No games collection is complete without a *Gauntlet* clone, and as they don't come any worse . . .

Death Or Glory/CRL
Death is my choice, in this case. If you pay out £9 for this then you've just had the shirt ripped off your back. (Sccrrrrilpppp!)

Very interesting, Scott, but why no *Transatlantic Balloon Challenge*, Hmmm . . .?



Top Ten Monty Python Sketches

1 The Killer Cars
2 Climbing The High Street
3 Tall And Short Archaeologists
4 The Nude Organist
5 The Cheese Shop
6 "How To Do It"
7 Storage Jars
8 International Hide'N'Seek
9 The Spam Sketch
10 The Killer Sheep

Chart compiled by Sandy 'Silly Party' Vaughan

Rachael's back row film reviews

EMPIRE OF THE SUN (PG)

Christian Bale, John Malkovich

No, not Maria Whittaker in the story of everyone's favourite smut sheet! This is an adaptation of a literary blockbuster directed by a man who's a bit of a blockbuster in his own right, Steven Spielberg. Don't expect another *Indiana Jones* though. Stevie's in *Colour Purple* mode again — the things some people do to win an Oscar!

1941 is a good year to be a kid in the British sector of Shanghai. There are fancy-dress parties, mansions with swimming pools, servants . . . all this and World War Two. Then there's a nip in the air as autumn arrives and with it the Japanese. Suddenly the Brits are in danger of losing their coolies and in the general rush to escape, 11-year old Jim is separated from his parents.

Alone and lost, Jim is befriended by Basie, an American rogue who'd sell his Pot Noodles if it helped him survive. But even he can't evade the soldiers of the Rising Sun for ever and pretty soon Jim and Basie



join the ragbag mixture of stiff-upper-lipped Brits and loud Yanks in an internment camp, where every day is a battle for life.

But Jim has developed a thick skin and he turns the terrible hardship into a game. How he gets by is an epic tale in all respects, lasting two and a half hours, with a cast of thousands. At times it draws you in, at others Spielberg's love of spectacle shoots plain over the top.

But there are brilliant performances from Malkovich as the immoral Basie, and in particular Christian Bale as Jim, part tough child, part emotionless monster. *Empire* is at times funny, but it's also terrifying as you realise that the first casualty of war is innocence.



STAKEOUT (15)

Richard Dreyfuss, Emilio Estevez

What is it with American cops? Aren't any of them sane? First it was Eddie Murphy lying his way around Beverly Hills' Police Department, then Mel Gibson went suicidal with his *Lethal Weapon* (Oo-err!). Now Richard Dreyfuss and Emilio Estevez are busy locking a polecat into their colleagues' car as an amusing diversion from detection.

This is just one of the wacky stunts they pull to alleviate the boredom of a stakeout in a quiet suburban street in Seattle. In reply, their brother officers leave a plate full of fresh doggie-doos in their fridge. Subtle!

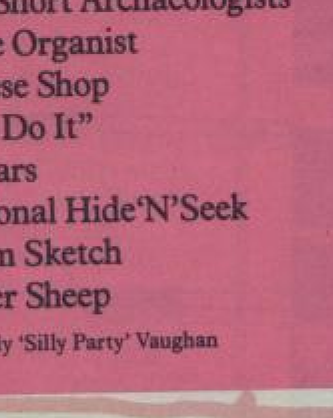
Their other method of livening up the long hours of observation is in even more dubious taste. They spy on their subject, the sexy Maria, while she takes a shower! And I always thought the police were supposed to catch Peeping Toms! Still, if Emilio ever wants to perch himself in the tree outside my window, I'd do more than throw him bird seed!

It's a dirty job and these are the dirty minded men to do it. But when Dreyfuss has to put a tap on his suspects phone (personally I've always preferred them on sinks), he gets to meet Maria and, whadya know — he falls desperately in love. Aww! Well, actually it's more Awwk! because on-duty officers aren't supposed to fraternise with suspects in an off-duty manner. Still, he reasons, what better way to keep an eye on her than from her bedroom?

But the course of true love never runs smooth and when her vicious boyfriend, who's running from the law, turns up, there's all the action you could ask for as Dreyfuss gets mighty sore in a saw mill shoot-out. As far as I'm concerned, this is the most dynamic detective duo since Starkers and Crutch and I only hope we get a sequel. In the meantime, stakeout this prime cut.

Just The Fax, Ma'am

Just the thing for the bloke who has everything. The Virgin PopFax is the ultimate in personal organisers for the keen music fan, with a week at a glance diary, a PVC credit card holder, a list of venues and radio stations, an A-Z of helplines, name and address pages, plain memo pages, plus pages and pages of pix and info on all the latest pop songstrels and beastie bands. The



niftiest bit is that on each day of the diary, there's the birthday, or in some cases deathday, of a musical star. Just the thing for settling those heated arguments about how old Madonna is, or when Buddy Holly piled into the side of a mountain. Be def! (*What? Ed*) Get a PopFax, priced £9.99 at the Virgin Megastores in London and Newcastle, or at any of the billions of Virgin Record shops around the country. If you can't find one, phone 01-631 1234 for your local branch.

Stop it! Stop it! That's more than enough of this real world stuff! Give us fantasy, give us a sealed room with 500 arcade games and a Speccy, and leave us there until our eyes bug out like mushrooms . . . gasp . . . pant . . . Ahem. (BBC voice). If you have any used charts or less than funny lightbulb gags, then send them on the back of a pre-war ten shilling note to: Street Life, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any which slip through the net and are printed win a *YS* badge and a new game.



WE ARE THE
CHAMPIONS
IK+
Call it a sequel...
And you'll land up flat
on your back.
They called International
Karate 'the greatest Karate
beat 'em up yet' (Commodore User).
And who are we to argue?
But ARCHER MACLEAN has come
up with a stunner: A third fighter. An
amazing animated background. New moves
(including double head-kick and a spectacular
backflip). Re-mixed music by ROB HUBBARD.
And balls!
©1987 Archer Maclean ©1987 System 3 Software Ltd.
RENEGADE
RAMPAGE
ACTIVISION
RAMPAGE
The game where the nice
guys don't get a look in.
Grab your way through Chicago,
punch up New York, and jump
on San Francisco.
Three indescribably nasty characters
which bear a remarkable likeness to King
Kong, Godzilla and Wolf-man, need you to
send them on a rampage in an enduring 150 days
of destruction, through 50 different cities.
TM & ©1986 Bally Midway MFG. Co. All rights reserved.
Activision Inc.
BARBARIAN
The Ultimate Warrior
THE STORY SO FAR...
The evil sorcerer Drax has sworn
to wreak an unspeakable doom on
the people of the Jewelled City unless
Princess Mariana is delivered to him.
However, he has agreed that if a champion
can be found who is able to defeat his
demonic guardians, the Princess will
be released.
From the wastelands of the North, comes an
unknown barbarian, a mighty warrior, wielding his broadsword with
deadly skill.
Can he vanquish the forces of Darkness and free the Princess?
ONLY YOU CAN SAY...
©Palace Software 1987.
SUPER SPRINT
In the knife-edge world of the
vigilante there is no place to rest,
no time to think – but look sharp –
there is always time to die! From the city
subways to the gangland ghettos you will
always encounter the disciples of evil
who's mission it is to exterminate the only
man on earth who dares to throw down the
guantlet in their path – the Renegade.
PLAY RENEGADE...PLAY MEAN!
Licensed from ©Taito Corp., 1986.
SUPER SPRINT
Licensed from Atari Games' original money-spinning coin-op, one or two players
compete head-to-head over eight gruelling tracks and four levels of game difficulty.
Avoid the hazards and collect golden spanners which can be traded for vehicle-
enhancing custom car features – the key to Super Sprint. With detailed animation
and sound effects, Super Sprint brings the best driving excitement ever to be
experienced on home computers.
TM & ©Atari Corporation 1986. All Rights Reserved.
©Electric Dreams Software 1987.
SUPER HITS TOGETHER IN
ONE SPECIAL BOX PACK
AVAILABLE FOR:
AMSTRAD, COMMODORE & SPECTRUM
ALSO AVAILABLE
ON DISK
ocean
ONLY
£9.95
EACH
CASSETTE
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G



WORTH OVER £1,000!

WIN A FABULOUS *KARNOV* ARCADE MACHINE!

plus 20 copies of Electric Dream's *Karnov*.

Cor, worra spiffy prize. A brand spanking new hulk of an arcade machine just for you. All you need is a mansion and an electricity supply. And if you're not the lucky winner you can always console yourself with one of 20 copies of Electric Dreams' *Karnov*. So what are you waiting for? Don't be a Red Square, be a *Your Sinclair* winner.

Yep, this is no *War And Peace* (Tolstory). Activision and yours truly are offering a huge blimmin' great Karnov arcade machine in this absolutely tremendous compo. It's worth well over £1,000 – you won't find a better prize this side of Leningrad.

And what an arcade game this is. Forget *Out Run, Road Blasters* and *Super Hang-On, Karnov* is a berilliant platform game with phantasmogoricalski graphics. It stars a burly bolshoi Russian called Karnov, who's so strong he makes Geoff Capes look like a Trainspotter. And you can throw away your Zip firelighters 'cos this geezer is hot! So hot he breathes raging flames at anyone who gets in his path to find the Lost Treasure Of Babylon.

DO WHAT, KOMRADE?

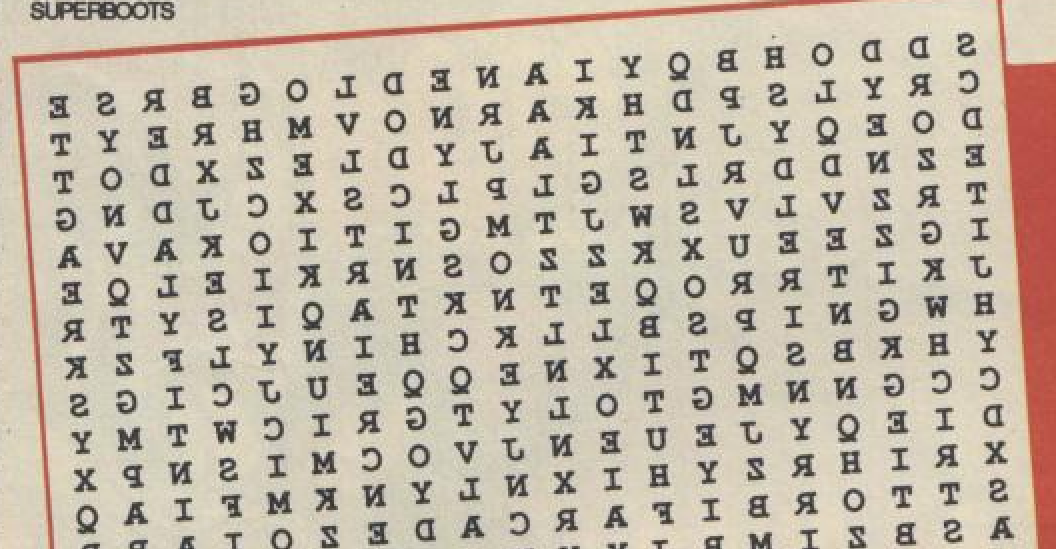
Russian and find out what you have to do to get your hands on this fabby arcade machine, 'cos it's really very simple. Have a look at the secret Russian code in the word square below. Can you crack it? Well, to give you some help we've even printed the words you're looking for. All you've got to do is circle where they are in the word square with invisible ink, or better still in blue biro. Got that? Then fill in the coupon with your name and address and send the whole lotski, or a photocopy, to I've Just Come From Russia With Gloves 'Cos It's Very Chilly Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Rules

- All proletarians toiling for glorious Dennis Publishing or Electric Dreams may not cross the Iron Curtain or enter this compo.
- You must ave ze answers trotski-ing in by April 30 or ve vill turn you into a ticket collector for the Trans-Siberian Railway.
- The Lady Premier's decision is final, and she'll not enter into any correspondence with party members.

PHOTOGRAPHY: TONY SLEEP

ARCADE	BISCUITS	BOULDERS	COINOP
CONVERSION	DREAMS	ELECTRIC	FIREBALL
GENIE	GOLDEN	HIT	KARNOV
LADDER	MERMAN	MONKEY	OSTRICH
ROBOT	RUSSIAN	SKELETON	
SUPERBOOTS			



I'm not backward in coming forward. I've sussed out your word square and here's the answer.

Name ....

Address ....

....

.... Postcode ....



INTER GALACTIC HAVOC! A METEORIC MAD HOUSE! IT'S SPACE AGE.....
BEDLAM
CBM 64/128
£9.99 Cassette
£11.99 Disk
SPECTRUM 128
£8.99 Not 48K
Compatible
AMSTRAD
£9.99 Cassette
£14.99 Disk
PC £19.99
GO!
Will you endure the X12 Fighter Simulator and emerge an ice cool space fighter at the pinnacle of his powers or like many more will you be reduced to a nervous, gibbering wreck fit for no more than intergalactic tinpot trading ships. Only the premier cadets of the Stellar Imperium's pilot academy will ever find out and its upto to merciless instructors to ensure that only the elite survive.
It's space age frenzy... It's interstellar turmoil... It's Bedlam!
TOMORROW'S SOFTWARE TODAY
GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

HINTS 'N' TIPS

YS TIPSHOP



Tip, tip, tip, tippings! Yes, that's the name of the game, so let's hear it for the boy, Phil Snout, with all your hints 'n' tips.

Hello, Tipsters! How are you, me old fruitcakes? Awight? Good, glad to read it. What a fine and frootly *Tipshop* we've got for you, make no mistake. We've got so much stuff, I can't begin to explain. In fact, having spent a couple of words saying that, I've had to take out a couple of hints. Tsk! So let's gerron wiv it before anything else happens.

SOLOMON'S KEY

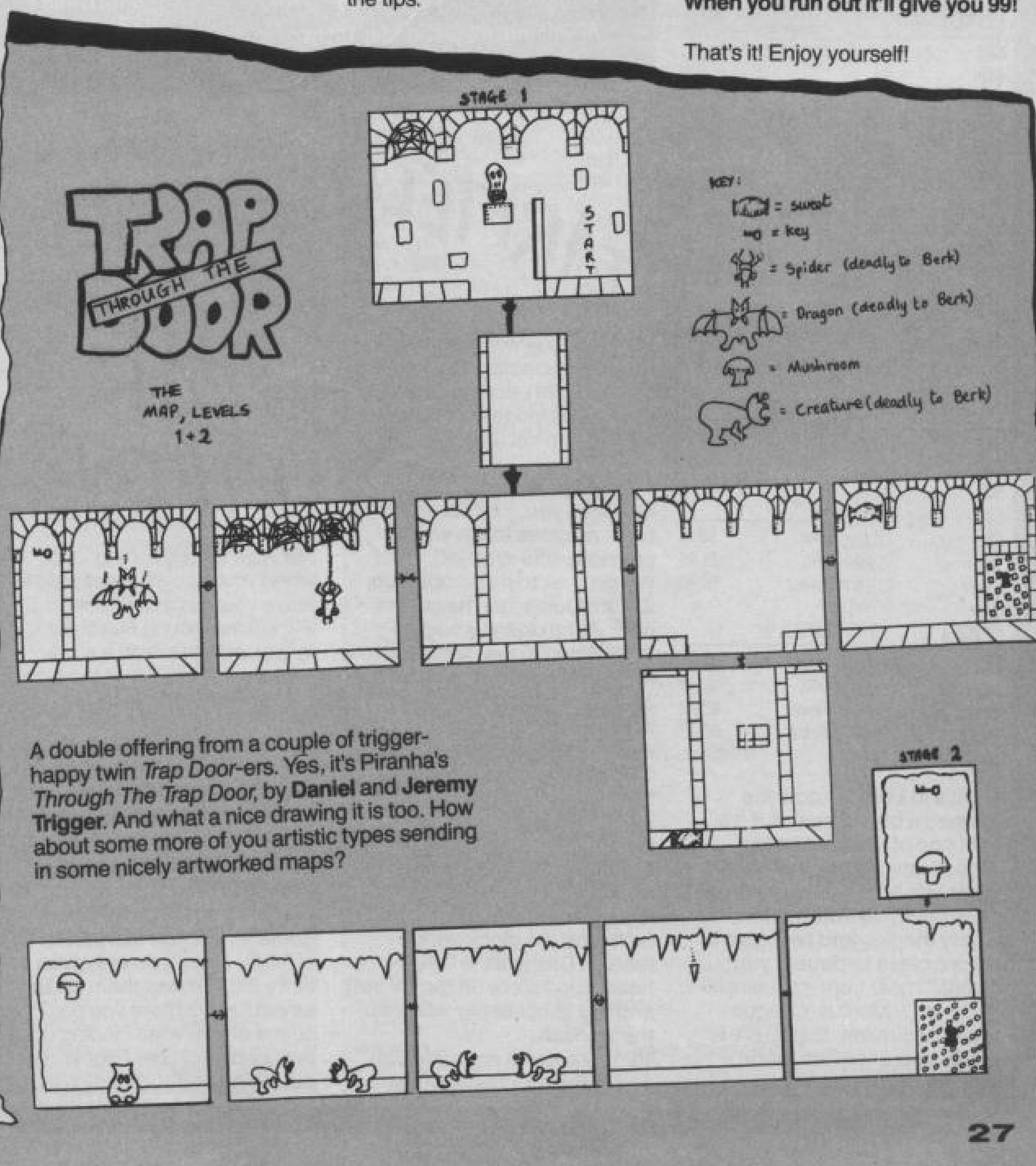
● I've got a lot of mail telling me how much people have been enjoying *Solomon's Key*, and how they'd really like to have a cheat for it. Hey, didn't I print a cheat for this? (Rustle, flip). Ah, no it all looks okay here. So I didn't tell you that if you redefine the keys as E, B, O, R, and P, and then re-redefine them as the keys you want, you get infinite lives, then? Oh good. And, as well as that little tip, what I would have told you, if I'd have told you anything, was that our first tipster, **David Ashmore**, has a positive pile of tips, having scored a massive 3,734,495! Well, how's about letting us in on your secret, David? **"I finished the game with six lives left, and although your methods of getting around the screens are good, I like mine better..."** Flippin' cheek. Gerron wiv it. **"I think there should have been a lot more levels, as I found it much too easy. In screen 2, move and jump up quickly, then fire, fire, fire, duck/fire, making an opening for the creatures. Then jump up and make your way to the key. No need to open the gap again as you're out of the way by then. Screen 3: go through the wall right to the edge, and fill in the square second in front of you. Next, drop down, wait for the spiders to move away and then move along and get the key. If you have picked up the fireballs from screen 1, you'll find it easier to use one of them on the llamas. If you time it right, you can shoot them both together in the centre. In screen 6, fire directly in front of you, then take it off again for bonus. The final level has got six heads on the bottom left hand side, shooting fireballs. The key is at the bottom, and you must take a stairway to the exit at the top by putting a square above and jumping on it, then one in front, then one diagonally at the bottom. Using this method, work your way to the top. After the final game screen is a sort of bonus level, then the game begins again from scratch. It would've been better to include more levels, I think. How about having a "lastability" rating in your reviews?"** Well, Dave, for "lastability" read "value for money". We reckon that for a game to be value for money, you've got to like it for a lot longer than twenty minutes. Thanx for the tips.

GRYZOR

● Wow! Worra bagga tips! It's amazing how many people have happened upon this tip for *Gryzor*. Say, you don't think they read it in 'another' magazine, do you? Nah! They couldn't have... Still, many thanks to all of you who sent things in, especially **Darren Taylor, Jan Steven Neubauld, David 'Cameron' Evans, Steven Stones, Andrew Powell, Fraser Peterkin, Karl Fudge, Rik, William Bowring, Simon Bassett** and **Daniel Brenton**. All these fine young crispbreads came up with the same route to *Gryzor*'s cheat mode, and for all of us who have been wading up to our duffs in *Gryzor*'s sticky swamps, this will come as a great relief. Just do as follows:

1. Load level one and complete the level.
2. Load level two, but deliberately lose all your lives.
3. After the Game Over message, choose restart option.
4. Rewind to start of tape and load.
5. Play to Load Error message. Ignore it.
6. You'll start with 55 lives. When you run out it'll give you 99!

That's it! Enjoy yourself!



A double offering from a couple of trigger-happy twin *Trap Door*-ers. Yes, it's Piranha's *Through The Trap Door*, by **Daniel** and **Jeremy Trigger**. And what a nice drawing it is too. How about some more of you artistic types sending in some nicely artworked maps?

STARGLIDER

● For those of you that can't leave Telecomsoft's wazzy little shoot 'em up alone, here's some 'O' level orienteering tips from **Anders Lersson. "First let me tell you how to read the co-ordinates on the dashboard of your ship:**

DIRECTION		CO-ORD 1	CO-ORD 2
0°	N	0	+
180°	S	0	−
90°	E	+	0
270°	W	−	0
45°	E	+	+
135°	S	+	−
225°	W	−	−
315°	N	−	+

If you fly 135° S then the first co-ord will increase and the second will decrease, and if you fly 0° N then the first co-ord won't change and the second will increase. Got that? Right now for the rest.

Here's a few co-ords where you'll find some of the silo's and towers:

LEVEL 1	
Silo	48,53
Silo	59,15
Silo	11,84
Tower	84,33
Tower	12,15
Tower	55,82

LEVEL 2	
Silo	35,64
Silo	92,61
Silo	94,45
Silo	36,12
Tower	39,38
Tower	35,87

LEVEL 3	
Silo	69,46
Silo	59,89
Silo	70,46
Silo	92,61
Silo	11,11
Tower	85,89
Tower	32,58

LEVEL 4	
Silo	21,46
Silo	35,60
Tower	37,14
Tower	78,86

LEVEL 5	
Silo	21,46
Silo	36,60
Tower	35,10

LEVEL 6	
Silo	83,15
Tower	87,32

LEVEL 7	
Silo	36,60
Silo	83,15
Tower	81,81
Tower	41,11

LEVEL 8	
Silo	92,61
Tower	81,86

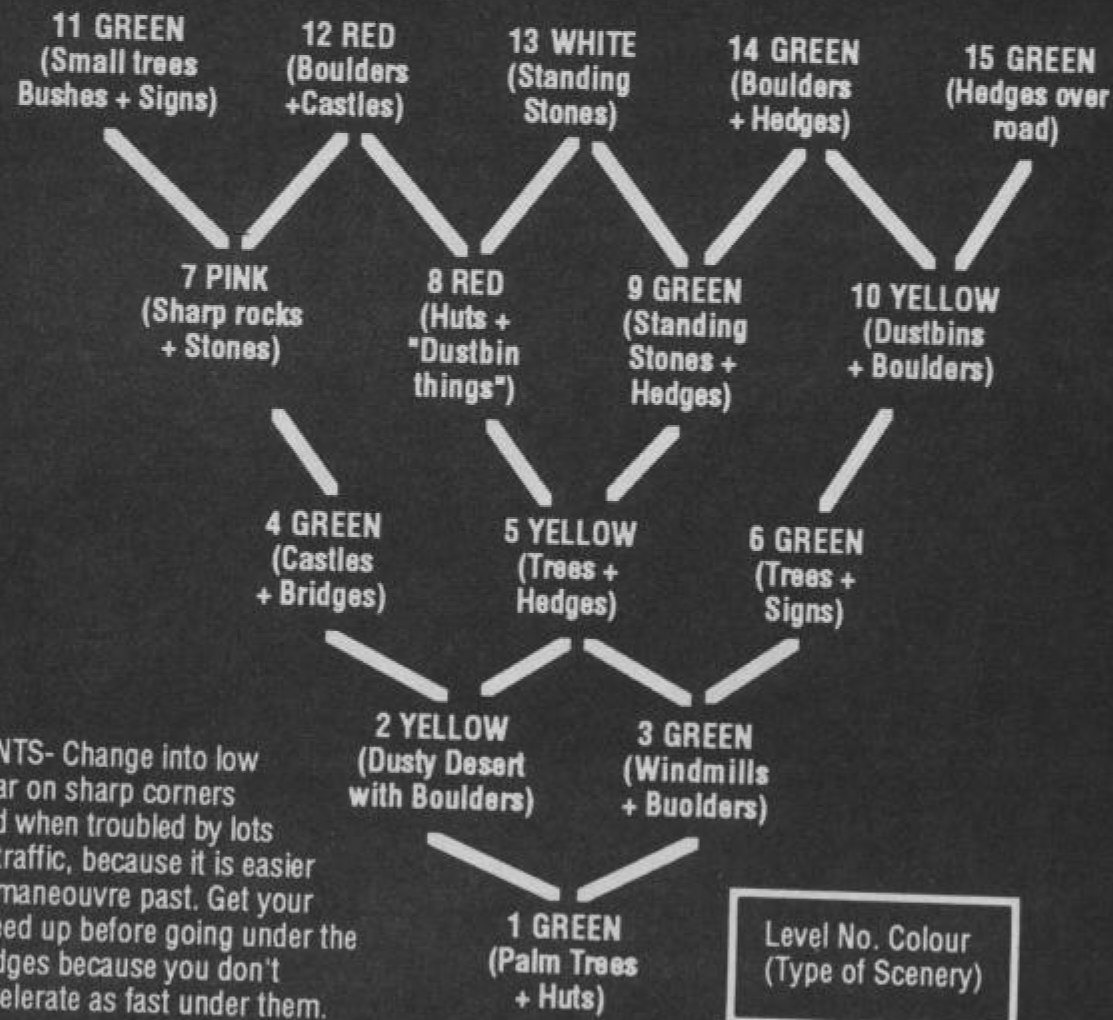
LEVEL 9	
Silo	83,15
Silo	21,46
Tower	87,30

LEVEL 10	
Silo	93,61
Silo	83,15
Tower	82,88
Tower	88,33

That's it! Look, I know the game's a bit old now, but it's still one of the best on the Spectrum, and it's absolutely impossible to get anywhere in it without this information. Many thanks, and I enclose a 10 öre piece to double your profit." I hear from my financial adviser, Dr Marcus 'Cheque Stub' Berkmann, that 10 öre is worth about 1p. Gee thanx, Anders. Too much, squire.

OUT RUN

It's really strange how people have been sending me maps of *OutRun*. Why? I'd have thought that the route was fairly straightforward. Still, I did think that this one was a bit more interesting than most. Congratulations to **Stephen Calderwood** for this racy offering



HINTS- Change into low gear on sharp corners and when troubled by lots of traffic, because it is easier to maneouvre past. Get your speed up before going under the bridges because you don't accelerate as fast under them.

GARFIELD

● Meeooowwww! **Jonathan Nurse** has cracked *Garfield* (*Did he mind? Ed*), and has supplied us with this fridge full of tips. Take it away, hep cat (haw haw):

1. To get past the wall which bounces you, just carry the bone as close to the wall as possible, and drop left. Odie will go over to it and open up.
2. Kick Odie when he comes near, as he drains sleep.
3. Sit down to restore sleep.
4. Light shows you around the cellar.
5. Drinking from John's cup will restore sleep fast.
6. Aniseed balls stop sleep from going down.
7. Odie will drop objects if kicked.
8. Get Odie to help by carrying objects.
9. Kick Nermal five times and he'll drop the clockwork mouse. Drop this in the healthfood store (in the TV set) and the shopkeeper will drop the spinach.
10. You can eat anything you can carry, so when you get hungry drop any object with a use.

Jon also says **"Can you print a map please, as I'm getting lost?"** I have it on good authority that we'll be doing one next issue, matey! And thanx for the tips.

STAR PILOT

● Now there's a thing. Just when you thought it was safe to leave your copy of Firebird's *Star Pilot* alone, young **Matthew Tylee** comes up with a super little cheat for it. So, in the words of Cole Porter, 'Take it away, my fine young banana!' (*Cole Porter never said that, you big wazz! Ed*) **"I noticed that if you hold down the break and 0 (nought) keys at the same time, you are greeted with the message 'Hi Jeff. Press A to P for level.' Level P is the 16th level and the hardest and last level of the game, and if you start on it straight away, you are given an extra life to make them up to seven."** Hey! There you go. The sound of everyone loading up their copies of *Star Pilot* is deafening.

FOOTBALL MANAGER

● Eh? This must be something of a unique occasion. Nobody's EVER sent me a tip on *Football Manager* before, so I was highly chuffed to get this missive from **Kenneth McGrath** on this popular Football Sim. **"It's always better to get a higher skill power in defence, with attack in next preference, and then midfield. In the transfer market buy a lot of skill 1 near the end of the season, as they will be skill 4 or 5 next season. In the FA Cup, go for attack in the early rounds and then get more cautious later on. If you do all this, then in about seven or eight seasons you should go from Division 4 to Division 1, with a few good runs in the Cup, and it shouldn't be too hard to win the League up to level 5. PS: Print these tips, Phil, or I'll send all my tips to *Sinclair User* in future."** Hmm. Your tips are THAT bad, eh? Thanks anyway, fruitbun.

PRACTICAL POKES

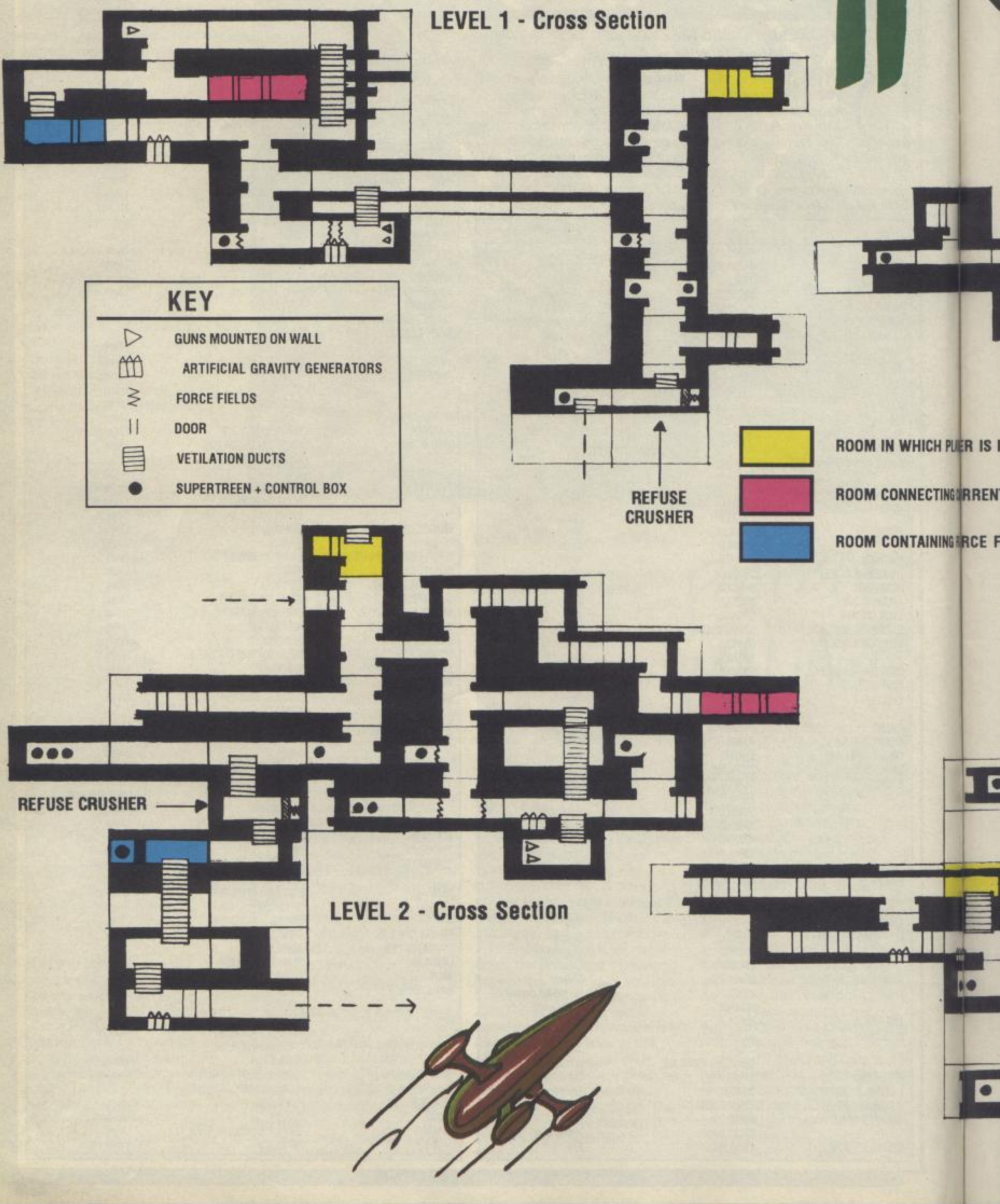
Chief POKEster* David McCandless *brings you a Mega Multiface Special.

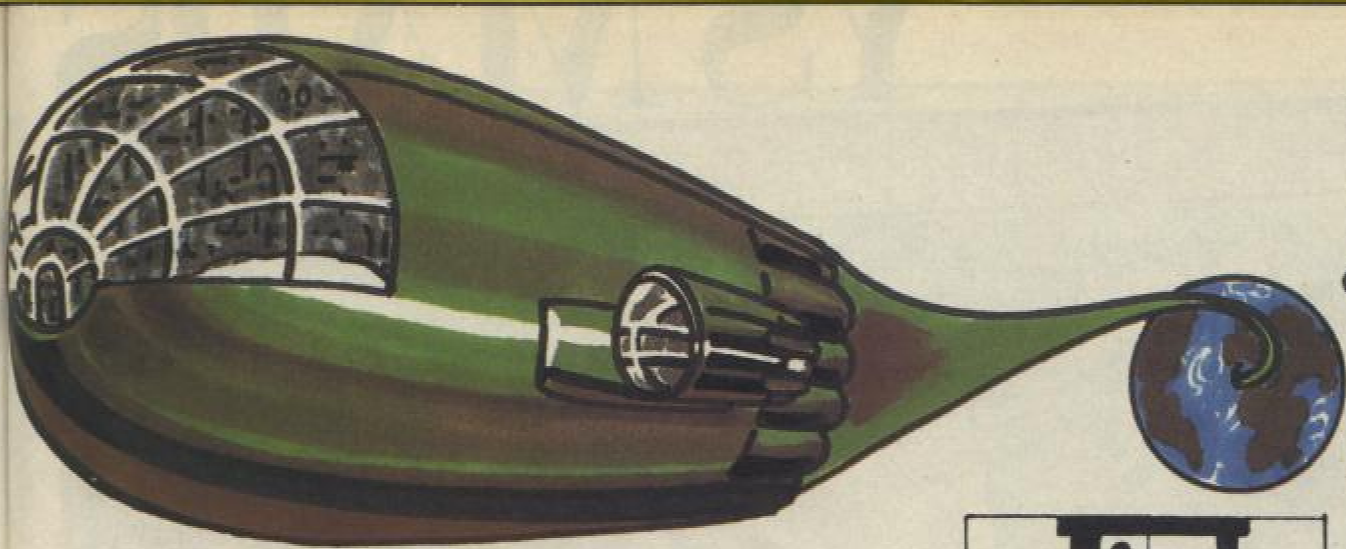
Don't say I never give you anything beefy to get your teeth into, ever again. This month we bring you 90 wacking (owch!) Multiface POKEs, with thanks to **Goncalo Fonsera**, **D Martin** and **Jon 'Zapper' Rose**. And remember, you can't use these POKEs without a Multiface of some kind, so don't complain if they don't work. Back to normal next month, so send your POKEs and hacks to David McCandless, Practical Pokes, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

GAME	POKE	EFFECT
1942	47007,255	Lives
3DC	34298,201	Immunity
	34036,0	Jumps
	26955,0	Oxygen
ACROJET	25148,10	Lives
AIRWOLF 2	53471,0	Lives
ALIEN HIGHWAY	39443,0:39142,0	Immunity
	35125,0	Time
ALIENS	30768,0:34484,195	No capture
	31014,0	Ammo
	30829,0:30830,0:30831,0	No impregnation
	31834,0	Stamina
AMAZON WOMEN	57690,183	Lives
ANTIRAD	34270,0	Lives
ARKANOID	33702,0	Lives
ARMY MOVES	54597,0	Lives Part 1
	53772,0	Lives Part 2
ATTACK OF THE KILLER TOMATOES	25323,0	Time
	49433,81	Lives
AVENGER	41619,24	Kwon-calls (?)
	58294,0	Lives
BATMAN	36798,0	Lives
BOBBY BEARING	28094,36	Lives
BOUNDER	36610,0	Lives
BRAIN ACHE	28064,0	Lives
CAULDRON 2	52133,0	Lives
CAMELOT WARRIORS	53920,33:53921,6:53922,0	Lives
CONQUESTADOR	59490,0	Immunity
	62370,0	No nasties
CRYSTAL CASTLES	63733,0	Lives
COP-OUT	44929,0	Immunity
DRILLER	48246,0	Energy
	49425,0:49022,0	Shields
DRUID	24890,201	Energy
DOUBLE TAKE	40243,201:39475,201	Lives
DRAGON'S LAIR	51867,0	Lives
DAN DARE	23974,168	Energy
EXOLON	38221,0	Lives
	31646,0	Ammo
	35456,0	Grenades
	38120,201	Immunity
	42338,0	No nasties
	36845,0	No cannon fire
ELITE	46848,201	Destroys aliens
EIDOLON	41317,0:41318,24	Immunity
	36117,201:40232,78	
	41455,17	
ENDURO RACER	43542,0:43643,0	Time
EXPRESS RAIDER	60503,0	Strength
	60154,0	Lives
	61100,0	Time
FAIRLIGHT 2	30429,0	Energy
	32027,24	No locked doors
	31341,0	Carry anything
FAT WORM	30624,201	Immunity
FIRETRAP	46509.195	Lives
	47629,0	Time
	45654,195:45655,122	Immunity
FIRELORD	34509,0	Lives
FUTURE KNIGHT	31683,0	Energy
GALVAN	23290,0:23414,0	Lives
GHOSTS 'N' GOBLIN	33352,201	Lives
	33422.201	Xtra speed
GREAT ESCAPE	41953,183	Energy
GREAT GURIANOS	34962,0	Lives
GREEN BERET	42076,0	Lives
	46377,8	Xtra fire power
	44607,0	No mines
	47183,0	No mortars
GOONIES	33400,183	Lives
GAUNTLET	44887,24	No generation
	48489,0:48497,0	Health
	36919,/	Time
	44566,/	Keys
	38050,0:38052,0	Nuclear Weapons!
	43414,0	Amulet
	43617,24	Potions
	37492,24	Shoot thru walls
	38769,62:38770,192	Start where stop
	38771,0	
	44378,24:44384,255	Big Pockets
	40897,201	Monsters
	38170,24	No monster missiles
HEAD OVER HEELS	43132,0	Immunity
	42195,0	Lives
	35315,0	Super-jumps!
HYDROFOOL	25883,25887,25891,25900	Immunity
	25906 all 0	
IMPOSSABALL	41185,0	Lives
	37706,0	Time
INTO THE EAGLES NES1	36640,0:36641,0	Ammo
	40512,0:40513,0	Keys
	41136,0:41137,0	No hits
JACK THE NIPPER	44278,58:44285,58	Immunity
JAILBREAK	50651,0	Lives
KAI TEMPLE	47783,0:47824,0	Lives
KRAKOUT	46565,0	Lives
LEGEND OF KAGE	30609,200	Lives
LIGHT FORCE	40725,0	Lives
MAG MAX	58472,12	Lives
MARIO-BROS	44079,0	Lives
NOSFERATU	32499,0	Time
	39791,201	No nasties
ORBIX	32127,0:32188,0	Lives
PAPERBOY	49263,0	Papers
	50577,190	Lives
	50495,201	Immunity
PENTAGRAM	49977,182	Lives
RAMBO	27401,52:30263,0	Lives (durrr!)
RANA-RAMA	57436,205:59836,205	Lives
	57572,201:59821,0	
	57421,0	
REBEL	49958,0	Immunity
	51139,0:49239,0	Energy
	49249,0	Time
ROGUE-TROOPER	30942,0	Lives
	35091,0	Fire power
SPLIT PERSONALITIES	54397,99:54398,2	Lives
SLAP FIGHT	48873,0	Lives
STAR RAIDERS 2	46214,195	Lives
SABOTEUR 2	37122,0:61340,201	Lives
SPACE HARRIER	51755,194:51756,191	Lives
STAINLESS STEEL	40702,0	Lives
STREET HAWK	39990,91	Energy
STRIKE FORCE COBRA	48389,0:48568,0:48585,0	Lives
SHAOLIN'S ROAD	50274,183	Lives
SUPER-CYCLE	43560,150	Time
SIGMA SEVEN	34202,19:58524,19	Lives
	58852,19	
SCOOBY DOO	29614,0	Lives
STARGLIDER	54647,201	Fuel
	54690,201	Shield
TECHNICIAN TED 128	43147,33:44485,24	Immunity
	43201,255	Fall any height
	44492,0	Walk thru walls
	41067,0	Time
	43766,0:43788,24	Lives
TOP GUN	26460,0	Lives Player 1
THRUST 2	34200,0	Lives
TANTALUS	42247,0	Immunity
	42228,0	Lives
TARZAN	51002,183:51185,183	Lives
	52268,183	Energy
	51013,0	Time
TERRA CRESTA	37797,0:37798,0:37799,0	Lives
TRANSMUTER	28878,0	Lives
URIDIUM	55419,0:55420,255	Immunity
WAR	37033,0	Lives
WONDERBOY	34362,0	Lives
	34338,0	Axe
	35305,24	Load any level
	34106,195:40816,195	Immunity
	41250,195:41870,195	
	38176,0	Vitality
YOGI-BEAR	35090,0:35091,0:34900,0	Immunity
	35092,0:35093,0:45026,24	
XEVIOUS	53592,200	Lives
XENO	22225,1	Lives
ZYNAPS	45424,0:45425,0:45426,0	Lives
	39775,201	Immunity

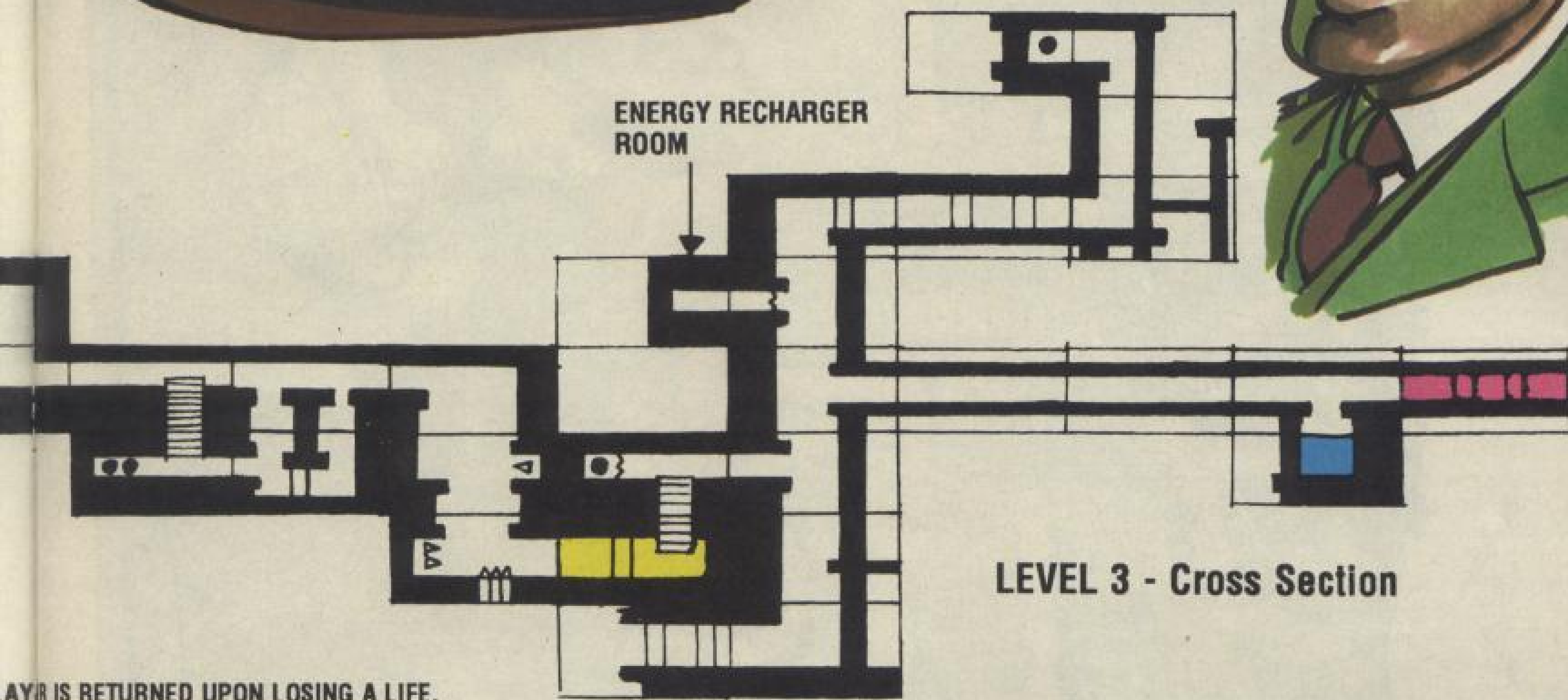
DAN DARE II




LEVEL 1 - Cross Section
KEY
GUNS MOUNTED ON WALL
ARTIFICIAL GRAVITY GENERATORS
FORCE FIELDS
DOOR
VETILATION DUCTS
SUPERTREEN + CONTROL BOX
REFUSE CRUSHER
ROOM IN WHICH PL ER IS
ROOM CONNECTING RRENT
ROOM CONTAINING RCE F
REFUSE CRUSHER
LEVEL 2 - Cross Section





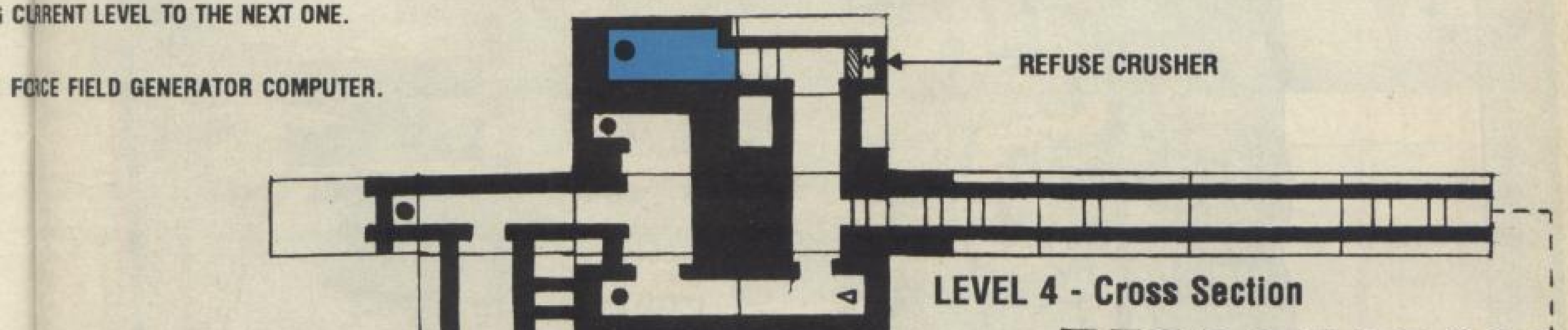


LEVEL 3 - Cross Section

LAYER IS RETURNED UPON LOSING A LIFE.

CURRENT LEVEL TO THE NEXT ONE.

FORCE FIELD GENERATOR COMPUTER.



LEVEL 4 - Cross Section



YOUR SINCLAIR

ILLUSTRATION: JOHN ERASMUS

YS MAPS


YOUR SINCLAIR
START
EXPLOSIVE
TORCH
EXIT
MAP
VILLAGE
Chop-Chop-Chop
PLATOON
The Map

DR. BERKMANN'S CLINIC

A cheery what ho to all regular clinicians, and wossis? A letter from **William Meagor**? "Dear Dr B, I need help! I can't transfer *Game Over, Out Run* or *Slapfight* from tape to +3 disk. I can transfer the little bit of Basic and the first bit of machine code, but not the rest." Well, Will, me old bath bun, that's because it cannae be done, unless you've got a Multiface 3 or you're very clever at getting around protection devices. Alternatively, you can go and buy the disks – no, I didn't think you'd be too impressed by that...



FLUNKY

Meanwhile, let's move right along here now to **H. Hancock**, who writes, "How do you get the key in *Wolfan?* And how do you do any of the tasks in *Flunky?"* Dunno about *Wolfan*, Herbie. (Can anyone else help?) But here are a few hintettes for *Flunky*...

The first apartment is where Andy and Fergie hang out. Go to Andy, get the instructions, and get the radio control off Fergie's table. On the screen with the pictures, use the radio control to guide the helicopter to collect the tug boat, top left. The 'copter should be changing direction level with the picture frame just above the boat. Ignore the other boat.

Take the radio control right to open the secret door, and then put it down (the radio control, not the door, dummy!). Collect the tug, put it in your pocket and go to the dungeon, jerking the handle to its fullest extent along the way. Go into the middle dungeon and raise the boat from under the water. Get out of the dungeon using Willie (13 pumps and then GO). You CAN'T get out with the boat. Put down the tugboat in the left dungeon to push it out, then collect the bomb from the left dungeon, and pocket it. Take the boat from the right dungeon to Andrew, and put it on the bath edge, then put the autograph book on the bath edge and get the autograph. Howzat, Herbs, old kidney bean?

TRAP DOOR

Still in Priestley country, I've had replies to Paul Hunter's February plea from, **James Alcock** and clinic regular **Craig Thornton.** Quoth James: "When a ghost comes out of the trap door, grab a worm and rush over to the ghost. Wait underneath him until he touches you and KAPOW!! no more ghost. Simple really." Adds Craig: "Also, don't leave the trap door open because more and more ghosts will appear."

Craig also goes on to mention that he has a mega-collection of POKEs, maps and tips and if anyone sends him an sae he'll send 'em a list. And what's more, anything they want will be sent free. Which makes him Good Egg Of The Month in my book. Write to: Craig Thornton, 10 Dalderby Crescent, Nettleham, Lincoln LN2 2QB. Thanks a bundle of twigs, old privet hedge, and I'll be sending you a small token of my appreciation (fnar fnar).



UNIVERSAL HERO

Can anyone help **J Short?** "I can get through the first 26 scenes, before blowing up the boulders so that I can use the computer and open the force field (and a concealed doorway to obtain a can of crude oil) which brings you to a chamber which contains a plant (about half way up the left hand wall) obstructing an entrance." Gor lumme, that's just about the longest sentence I've ever read! Quick, pass a sofa – I'm pooped! "This is my problem: how to get past this plant?" POKEs, shortcuts or straightforward solutions would be welcome, he goes on to say. So come on, hintsters – get tippin'!

FOOTBALL DIRECTOR

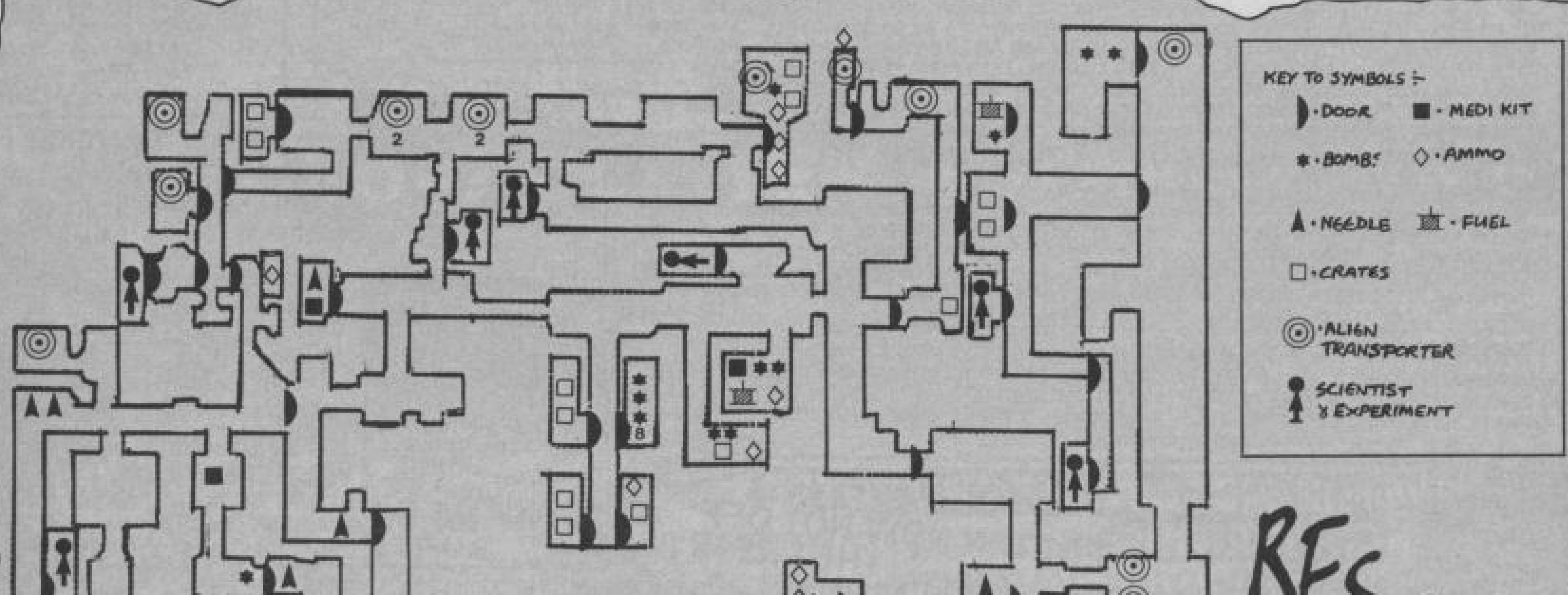
By an amazing coincidence, I've had one letter this month asking a question about this hooperillo footie management sim, and another answering it. Are you lot telepathic, or what? **Grainger Misser** is the geezer who needs a POKE for infinite moolah, and **Neil Ashmore** has a solution, if not an actual POKE. Carry on, Neil...

"The game loads in twelve blocks. Position the tape just before the eleventh block (filename "4") and load just the eleventh block. Stop the tape and LIST it. Now type 342 LET Al=Al+500000 (or however much money you want), and press ENTER. Save it to a blank tape using SAVE "4". Now load the game as normal but instead of the original eleventh block, load the one you saved and then load the original twelfth block. Once the game has loaded, every time you press 'I' on the main menu to get a list of goals and injuries, you'll also get the amount in line 342 added to your pile of readies. Bonzer, eh?" A ripper. Neil complains, though, that even with this cheat, he still can't win the First Division Championship!

HAYLP!

Just one this month, 'cos as you can see, space is at a premium (all those squillions of tips you've sent into Phil, I s'pose). Still, **Lee Bainbridge** is heavily stuck on *Herbert's Dummy Run* – he can't get past the sandcastle or the robots – and he'd also like a POKE for *Olli And Lissa*. Can you help?

If you can, or you've got a problem of your own that needs treating, write to me at Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. There's a badge for anything printed! Yay hay!



Chris Hathaway has a way with *Rescue*. Well, he must do, on account of the fact that he's done a super little map for all you harrowed rescuers. And that's not all. A little friend of ours, one **Andrew Clegg**, has spotted a peculiar message in the game. Apparently when you press BREAK on the 128 version, the Speccy pretends to be a Tatung Einstein, coming up with the message:

```
*** EINSTEIN ***

Insert disc in drive 0 and
press Ctrl-BREAK to load.

TATUNG/XtalMOS 1.21
© 1983  1984
Ready
>
```

Seriously weird, eh?

TIP O' THE MONTH

Gwar bloimy, guvnar! If it ain't vat blimmin' Ferdy Firmest agin... ahem! Sorry about that. I've been feeling a bit of a cockney all day. (*Which bit? Boom boom. Ed*) It'll pass.



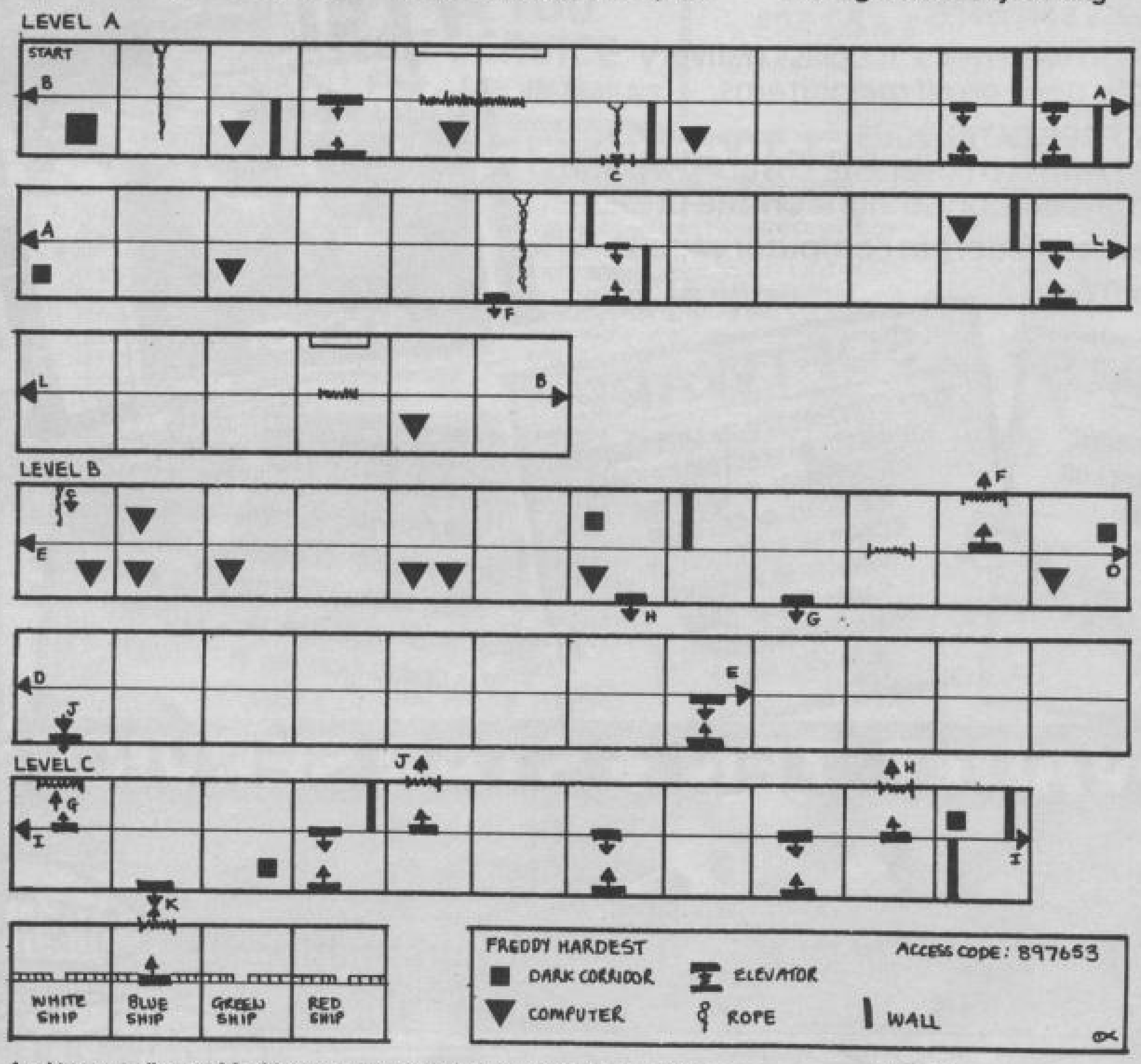
Yet again we've got a complete solution for *Freddy Hardest*, and let this be the last of it, as I'm sure you've had it up to here with old Fred, just as I have. Okay, let her go, **Mark Thompson**. **"Level 1: Move as far as possible in one go, but as soon as you see an alien shoot it, check the other direction and continue. Kill the flying robots if you can, but if it's a choice between that and the walking aliens, shoot the walkers and duck the flyers.**

FREDDY HARDEST

When you approach a volcano, get as close as possible so that you can shoot the antoids on the other side before they take off. When you get across, move away quickly or you'll get an antoid in the head. If you think you're going to go over the edge of the platform, pressing left will stop you moving horizontally. Getting past the ant hills is harder. If the antoids are being fired your way, get as close as you can and shoot the ants as they appear, taking care to watch behind you. As soon as the area is clear, walk forward, jump and hold the jump button. Don't worry about the uniformed antoid. If the ant hill is firing away from you, walk up so you are level with the ant hill and shoot the antoids as they walk away, (for score). Again watch out behind you, and as soon as the coast is clear, run, turn, shoot, run, turn, shoot etc, shooting the ants as they appear behind you. At the end of Level 1 you will jump down the manhole and be given the access code.

Level 2: The Micro-Sounders can be disposed of with an attack kick or punch. The Gabarda robots can be shot or kicked. The inhabitants aren't worth bothering about. Give them a punch as you go by but otherwise you can forget about them, 'cos they're slower than you and not deadly. If a Micro-Sounder is approaching at the same time as an inhabitant, fire your laser as this will delay the inhabitant and allow the Micro-Sounder to pass overhead. If you're at a computer console and a baddy is coming your way, the only thing you can do is duck. This will allow you to move freely and dispose of whatever it is that is causing the trouble. Once you have the Captain's Code, Hyperspace On and fuel enough for one ship (I suggest you write all these things down as you get them, to keep track) make your weary way down to Level 4 of the station. (Each level is split so there are in fact eight levels!) Once you've found your ship, get to the gap in the rail and jump. If everything is okay, you'll be given a multiple choice for the Captain's Code. Get this right and orft you jolly well go!"

Wow! a mega tip there, Mark, and very well told. Let's see more of the complete solutions, tip-pickers.



And to compliment Mark's complete solution to Freddy, here's the unpronouncable **Sakis Goudousakis** with the definitive *Freddy Hardest*, bijou mappette!

DEAD OR ALIVE

● Bluergh! I didn't like this game, it has to be said, but you lot seem to love it. I s'pose it was alright, but so many better things have come along since then, wouldn't you say **Mark Wheeler**? **"I guess so, Phil, but here's a tip for it anyway. If you put the word CHEAT in instead of your name when it asks, you'll get a special skip level action when you blip the space bar."** Short 'n' sweet, eh? Nice one, matey.

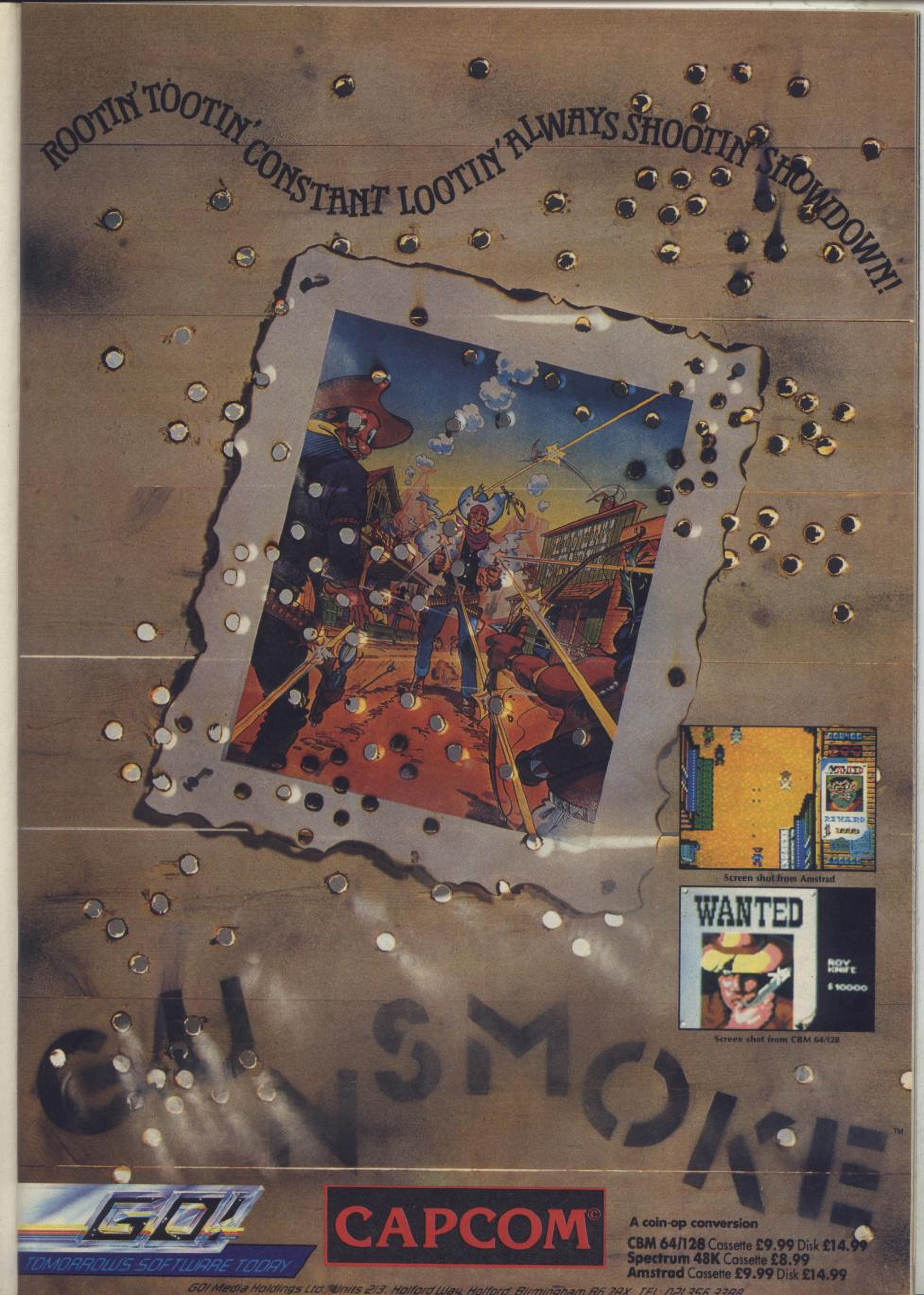
TIME FOR BED

● So, that's all folks, it's time for bed once again. And many thanks to Dave "Fab Macca" McCandless, Dr Marcus Berkbilge DSO TVAM, Mommy Dearest and little Sis. And to you, my super little mittens with the string that goes up your sleeve, for your mega hints and topping tips. If you have any to share with your fellow Shopsters just dash them into an envelope, and send them to: Phil South, *YS* Tipshop, 14 Rathbone Place, London W1P 1DE. Make like a kleenex and wipe those blues away. (*Huh? Ed*)

That's all, Byeeee!

▶ And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got Big Tips' badge. Yay!

I'VE GOT BIG TIPS



Screen shot from Amstrad
Screen shot from CBM 64/128

SCREEN SHOTS

The springiest spring games (boing), from *YS's* spring chickens! Gobble, squawk, cluck.

PREDATOR

Activision/£9.99

Rachael 'Schwarzenegger! Predator!' It wouldn't sound quite the same if his name was Norman Shufflewick, would it?

But how tough is big Arnie? So tough that those South American, snivelling, commie-backed Sandinista freedom fighters... whoops! enemies of democracy and the American way (secret air-strikes and CIA subversion), don't give him any problems. It takes a fully fledged alien John Peel to set his pulse racing.

Not so for poor, seven stone reviewers though *(You — seven stone?!! — Slimming Ed)* who get sand kicked in their faces by humble rubber keyed Spectrums. Dontcha just hate games where the preliminaries take longer than the actual playing? Before you've had time to empty your rifle the 'Game Over' message is mocking your efforts.

Predator was a groovy movie which kept me on the edge of my seat (I was sharing it with Gwyn at the time... but that's another story), and this tie-in goes all out to capture the mood, starting with an animated pre-credits sequence where the alien ejects towards earth.

To get the effect takes a staggered load, but it's very pretty and probably worth it. Then it's into the jungle for part one, the enemy encampment. If you've seen the original you'll know that it starts like any old mission, and the program begins as the troops slide down from the helicopter and run off into the jungle.

Last one out is Arnie (meaning he has to do the washing up when they get home). Now it's time to yomp into the advancing enemy, wasting them with extreme prejudice as best you can. To make it worse, every so often the screen changes colour, like your telly's tuning has slipped, as the alien tries to target you.

Apparently this is all a preamble to a couple more loads, when you take on the alien in single combat, calling for hand to hand skills plus a lot of strategy. I say apparently because I couldn't get past the enemy camp.

Now it may be that I'm just a hopeless girlie — and I'll arm wrestle any one of you worms who dares write in and second that! — but I'm always suspicious of a game where sometimes I do quite well and others I die almost immediately, without quite knowing why. It suggests to me that random elements outweigh true tests of skill, which should surely have been sorted out in play-testing.

It's a pity, because the graphics are great, with a lovely little Arnie sprite — if a little Arnie isn't too much of a paradox. Even his arm muscles pump as he pounds along. If only I was able to keep him alive for longer.

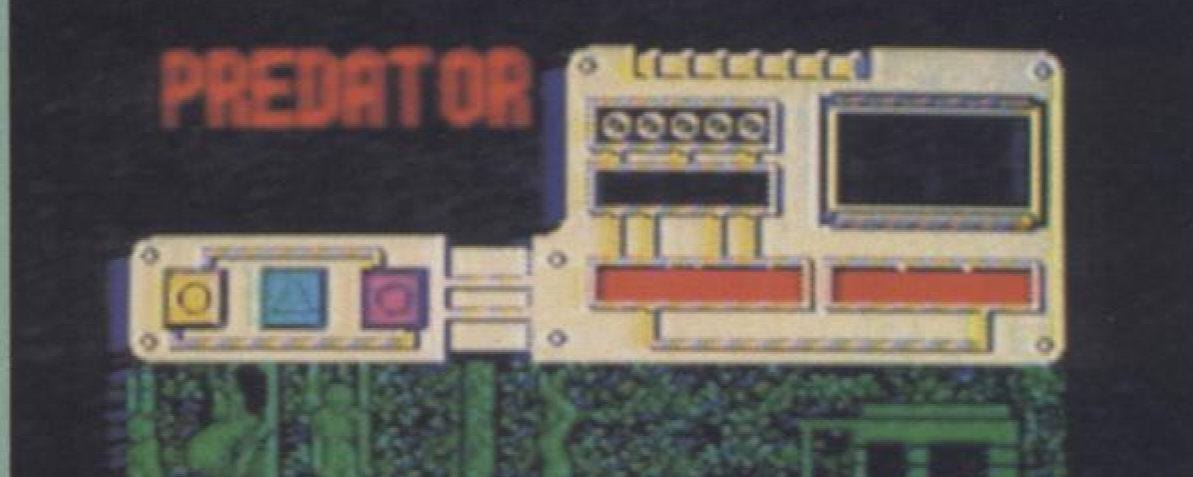
Perhaps real heroes will walk through this one like they'd got nine lives... but I can't help feeling that its main attraction will be for hackers looking for infinite lives.

YS CLAPOMETER

Great graphics, but too tough to get to grips with when sudden death sneaks up at very opportunity.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■□□□

TOTAL 7





***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

PLATOON



Ocean/£7.95

Rachael Forget that old saying, 'War is Hell'... War is actually a computer program, and as anybody who has ever forked out for a 'game-of-the-film' knows — the first casualty of licensing deals is innocence!

How many times has the poor, naive punter, wandering into the quartermaster's software store, volunteered for the big one, the blockbuster tie-in, only to discover that when he starts active manoeuvres with his Spectrum, the game bears absolutely no resemblance to the movie?

So here we are, back in Big Muddy — I really must get the landlord to see to that drain — tackling the first and possibly best of Hollywood's encounters with the jungles and paddy fields of South East Asia — though how those Irishmen got there I'll never know.

Yes, *Platoon* (the game) turns you into just the sort of killing machine that *Platoon* (the movie) made you so queasy about. Not literally, of course — I refuse to accept that machine code corrupts — but by reducing the agony of Asia into an exercise in run and shoot, the game ignores the real meat of the story.

But enough of the moralising, because some of you won't give a rubber grenade for anything other than how well it plays. Well, even you blinkered hedonists are likely to be disappointed. Sticking closely to the basic plot, the program breaks down into six sections, requiring multi-load on 48K machines.

You kick off in the jungle, a maze of paths rather like Hampton Court with hostile attendants. Find the supply of explosives which has carelessly been lost, then make for the bridges and blow them up, shooting Charlie before he shoots you and watching out for trap door lairs.

Next it's into the village to search the huts for a torch and a map, but don't accept any offers of tea because the wily VC are hanging around to top you. Instead, it's into the tunnels for section three, a split screen extravaganza with underground map — but before you take the Bakerloo line, look out for more of those subterranean guerillas.

If you've maintained a high enough body count, you can now bunk off to the bunker. As the enemy attacks you'll need all *your* flair to launch flares and illuminate the landscape before blasting away. Don't dare miss though, because the return fire is lethal every time.

Morning, and more jungle as you get the two minute warning of a warm welcome — your chums in the USAF are about to napalm your surroundings. This is another case of choose the right route and run like mad, avoiding every possible peril so that you can reach section six — The (Samantha) Foxhole — Oo-err!

Here you'll encounter that sly fox Sergeant Barnes, foxing around and hurling everything that he's got at you. Instead of thanking him for his generosity, you have to lob five grenades into his hidey-hole, after which you're 'it' — and he's a pile of raspberry jam!

Long and involved, yes, but satisfactory — not really. *Platoon* depends on that old stand-by of linking together a number of standard games, from mazes to shoot 'em ups, to produce a superior sort of *Beach Head*. But the whole doesn't add up to the parts.

Sure it's tough, owing in part to the fact that it's not always clear what's going on. General Gwyn Hughes put this down to limited jungle visibility and surprise attacks, which were major elements in Vietnam, but I prefer the attribute clash-theory! On this showing though, War is Dull as well as Hell.

Competent is the word I'd use for *Platoon*, followed closely by disappointing. A bit more imagination and attention to what the film was really about, may have made it great. As it is, only die-hard hawks need enrol. I'm burning my draft card.

YS CLAPOMETER

Big but disappointing adaptation of the Vietnam movie — a war that nobody can win — including the Spectrum owner.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

JOYSTICK JUGGLERS

This month's reviewers, fully trussed up and stuffed with Paxo!



Nat Pryce — Yes, he's Hot In The City tonight, which is no mean feat as it's about 20 below in Bristol. *YS*'s own macho man — harder than a Terry's Chocolate Orange.



Duncan MacDonald — Wacky Dunc's already getting letters of complaint about his cartoons, and he's answering each one personally — with some very burly friends of his . . .



Tony Worrall — This month the lucky reviewer of *YS* Game Of The Month *Tetris*, Tony's settling down happily to married life in Preston with his wife, Val and four bouncing baby fanzines. (*Eh? Ed*)



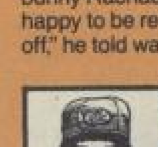
Jonathan Davies — Learning to drive at the moment, so it's perhaps just as well that we didn't give him *Nigel Mansell's Grand Prix* to review, eh, motorists?



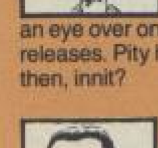
David Powell — Wacky Dave's still bashing away at real computers during the day, before going home for a bit of a blast (fnar fnar), with his Spectrum. And who can blame him?



Gwyn Hughes — Back from the dead (well, from his holiday in Cardiff, anyway), the burly chum of *YS* love-bunny Rachael Smith is obviously happy to be reviewing again. "Naff off," he told waiting reporters.



Peter Shaw — Dressed to kill (and guess who's dying?), the Troubleshootin' One has popped along again to cast an eye over one of the latest releases. Pity he's so short-sighted, then, innit?



Richard Blaine — Not, as some people have called him, Richard Brain — although to be honest, that's a fairly good description (haw, haw).



Rachael Smith — The hostess with the mostest, which sounds rather serious to us. Has she seen a doctor about it?

YOUR SINCLAIR MEGAGAME

TETRIS

Mirrorsoft/£9.99

Tony Good griefski! If this is an example of the kinda computer game work going on behind that iron curtain, I think I'll pack my best pair of Levi's, my little red book, and a years supply of Beatles records! 'Cos back in the USSR you don't know how lucky you are, boy.

As you may, or may not have gathered, *Tetris* originated in deepest Russia, the land of Stolichnaya, shot putters, and Doctor Zhivago. Fortunately for us, *Tetris* has now appeared on this side of the great divide, no doubt dropped off by Gorbachev after his last visit to Harrods! And what a cracker it's turned out to be.

Getting down to the nitty gritty, I can assure you that *Tetris* will have you hooked from the moment you pick up your joystick. The game is simplicity itself — in fact it seems so simple that I'm surprised no-one has thought of it before.

You are required to slide a number of different shaped blocks together, to form lines across the bottom of the screen. The blocks drop from the top of the play area, slowly at first, giving you a few seconds to turn and position each block as accurately as you can, to form the solid line. If this is accomplished (and it isn't always that easy!) the line vanishes, leaving a little more room in the playing area to position more blocks. And so on.

Failing to fit shapes together in some kind of order can create a kind of block traffic jam, giving you less and less room to manoeuvre new shapes. If the pile reaches the top of the screen the game finishes. On the other hand, if you become skillo at the game, the speed at which the shapes fall increases, until the drop rate becomes so fast that if you blink you miss two or three blocks!

Points are awarded for placing blocks, and a nice bonus can be earned for completing a solid line. Line making should be your main aim, as the space it creates leaves more room for all the other shapes yet to drop.

Some of the shapes are simple to slot into place, while others, mainly the crooked ones, are an absolute pain. This is where the 'rotate' option comes in very useful. Spin a shape in mid-flight until you can easily slot it into the pile of blocks at the bottom of the screen. If you are quick enough a shape can even be shoved under an odd section to fill a gap, but make a mistake and the shape is stuck there for good. It takes rapid reactions and a very good eye even to beat the first difficulty level, so be warned!

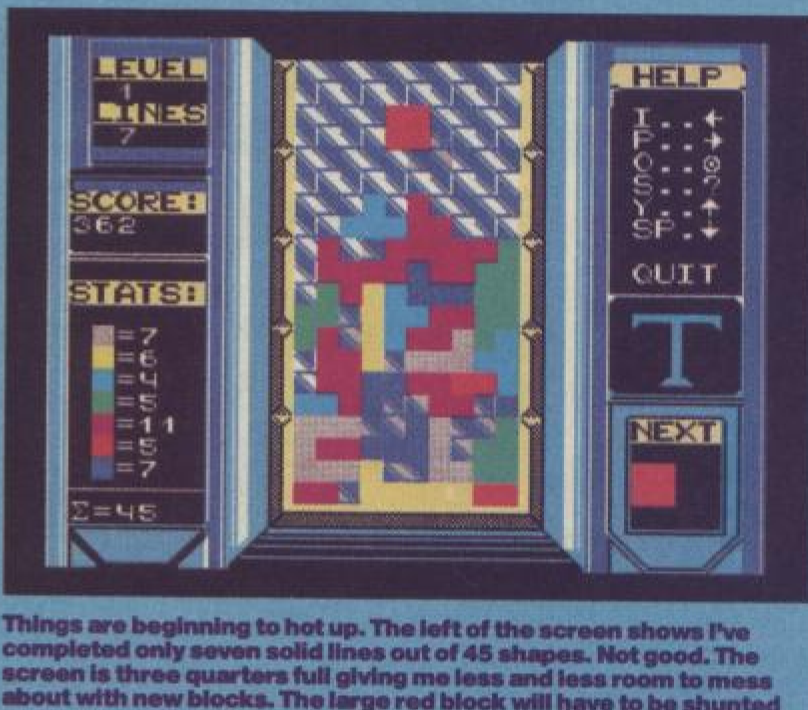
As a package *Tetris* is well smart. The front end is pleasing and easy to use. The nifty scrolling top score message and graphical effects are also a visual treat, as are all the effects used throughout the game. It has the feel of a highly polished program, and it shows. For every level within the game, a different graphical background is displayed, all of which helps to lend the game a generous helping of style, and bumps up the addictiveness mark even further. Aurally the 128K version can boast a wonderful sound track and even the humble 48K has a suitably jaunty little number.

A cracker then, and if there is any justice in the world it'll be topping the charts by the time you read this. *Tetris* will appeal to shoot 'em up fans because of the need for quick reactions, and it'll also attract strategy/adventure buffs thanx to the large quantities of brain power you need to solve it. In fact this game is one of the very few inoffensive, non-sexist, non-violent computer games that will appeal to the whole family, from Grandma down to the pet hamster. So I urge everyone to check out *Tetris* as soon as humanly possible, or miss out on one of the most original, addictive and playable computer games for quite a long while.

If all that is not encouragement enough to purchase your copy (and I don't see why it shouldn't be) then Mirrorsoft has instigated the 1988 *Tetris* Players All-Comers Championship. The top ten scorers at *Tetris* will be invited to the National Final in London for a chance to battle it out for the *Tetris* crown. First prize — a holiday for two in (wait for it) Russia. I kid you not! Of course if you are silly enough not to buy your own copy of the game, you too will be whisked off to the USSR — for two weeks hard labour in a Siberian salt mine. Nuff said!



Ah, this shouldn't be too hard. Turn the purple one sideways and pop it down between the light blue and green ones on the left. That'll get rid of a row. Then you can put the dark blue one on its side on the right. Yes, it's easy when you know how (smug smug preen preen).



Things are beginning to hot up. The left of the screen shows I've completed only seven solid lines out of 45 shapes. Not good. The screen is three quarters full giving me less and less room to mess about with new blocks. The large red block will have to be shunted to the left side and I just hope the next shape will be a long yellow one to fill the gap on the left.

YS CLAPOMETER

An original and very, very playable puzzle game from the freezing Steppes of Mother Russia. A future number one or I'll eat a Pot Noodle!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

ACCESS AND VISA TAKEN

Castle Computers

Castle House, 11 Newcastle Street
Burslem, Stoke-on-Trent ST6 3QB
Tel: 0782 575043 (10 lines)

SALE

SPECTRUM

Argus Press 30 games	2.99
Avenger	1.50
Ace 2	6.50
Arc of Yesod	1.50
Action Force	6.50
Arnhem	6.50
Auf Wiedersehen Monty	2.99
Barbarian	6.50
Jack the Nipper II	2.99
Bubbler	2.50
Breakthrough	2.75
Bride of Frankenstein	2.50
Basil-Mouse Detective	5.25
Bismark	6.75
Bubble Bobble	5.30
Buggy Boy	5.50
Conflicts 1	9.50
Conflicts 2	5.25
City Clicker	.99
The Centurions	1.99
Challenge of Gobots	2.50
Contact Sam Cruise	1.99
Crystal Castles	1.99
Camalot Warriors	1.99
Dracula	3.95
Dynamite Dan II	2.50
Mask II	2.99
Master of the Universe	2.99
Catch 23	2.99
Cosmic Shock Absorber	1.99
Super Cycle	2.99
Side Walk	2.99
Dan Dare	5.50

SALE

SPECTRUM

Dan Dare	1.50
Dogfight 2187	1.99
Druid	2.99
Druid II	5.30
Deep Stike	1.99
Dragons Lair Pt II	2.99
Double Take	1.99
Danger Mouse	1.50
Enduro Racer	4.95
Desert Rats	6.75
Death Wish 3	5.25
Explorer	1.99
Enduro	1.50
Future Knight	1.99
Fat Worm Blows	
a Sparky	1.75
Firelord	1.50
Footballer of Year	2.25
FA Cup 87	1.50
Evening Star	5.25
F15 Strike Eagle	6.75
Football Director	6.50
Freddy Hardest	5.50
Gallipoli	6.50
Game, Set & Match	8.95
Gauntlet II	6.45
Gunship	6.95
Guadalcanal	6.95
Zenom	5.50
Alt. World Games	5.50
ATF	6.95
Gryzor	5.25
Terramex	6.50

SALE

SPECTRUM

Galvan	1.99
Gunrunner	1.99
Greyfell	2.50
Hive	1.99
Hybrid	1.50
Hot Runestone	1.99
Hysteria	5.25
Indiana Jones	6.45
I.C.U.P.S.	.99
MASK I	**2.99**
DEATHWISH 3	**2.99**
Jackal	5.45
Killed Until Dead	6.50
Kung Fu Master	2.99
Korronis Rift	1.99
International Karate	2.75
International Karate +	6.75
Legions of Death	4.95
Legend of Kage	1.99
Leaderboard	2.99
Last Mission	4.95
Living Daylights	6.95
Livingstone	6.25
Mars Port	.99
Marble Madness	2.95
Mantronix	.99
Out of this World	2.99
Monty on the Run	2.99
Martianoids	1.99
Black Lamp	5.50
Rasputin	1.99
Bugsy	1.99
Astraclone	1.99
Ball Blazer	.99

SALE

★★★★★★★★★★

STOP PRESS

Just arrived!

CHOLO

RRP £14.95
Our Price £3.99

ALSO

Clever and Smart
RRP £9.95
Our Price £2.99

GFL CHAMPIONSHIP BASEBALL

RRP £9.95
Our Price £2.99

Gidolon
RRP £9.95
Our Price £1.99

MYSTERY OF THE NILE

RRP £).95
Our Price £2.99

NODES OF YESOD

Now only
£1.99
RRP £9.95

★★★★★★★★★★

SALE

SPECTRUM

Masters of Uni. Adven.	1.99
Mercenary	6.75
Mag Max	5.25
Moon Strike	5.25
Mystery Arkham Manor	5.25
Napolean at War	6.50
Nebulus	5.50
Nightmare Rally	5.25
Nightshade	1.99
Orbix the Terrorball	1.99
PSI5 Trading Co.	1.99
Prodigy	1.99
Pulsator	1.75
Pyracurse	1.50
Pegasus Bridge	9.50
Quartet	6.50
Quazatron	1.99
Ranarama	2.50
Roundheads	5.95
Rygar	6.50
Road Runner	6.45
Ramparts	6.25
Renegade	5.25
Rastan Saga	5.25
Strange Loop	.99
Sorcery	.99
Sky Runner	1.99
Dandy	1.99
Bounder	.99
3D Game Maker	7.95
Arkanoid	2.99
Death Scape	1.99
Evil Crown	2.99
Elevator	1.99
Ninja Hampster	6.50

SALE

SPECTRUM

Stainless Steel	1.99
Southern Belle	3.95
Silent Service	3.95
Sorodons Shadow	2.50
Shockway Rider	1.99
Saboteur II	5.25
Scalextric	6.95
Scrabble	6.95
Sentinel	6.75
Shadows of Mordor	5.25
Side Wize	4.95
Silicon Dreams	10.95
Slaine	6.25
Sorcerer Lord	9.50
Star Wars	6.95
Starglider	10.50
Street Hassle	5.25
Super Sprint	6.95
Survivor	6.25
Tarzan	1.50
They Stole a Million	1.99
Triaxos	1.99
Terror of the Deep	1.99
Super Hang-on	6.75
Thundercats	5.50
Through the Trapdoor	6.25
Thanatos	1.99
Treasure Hunt	3.95
Rocky Horror Show	2.99
Sigma 7	1.99
Temptest	1.99
World Class Leaderboard	6.50
Xarq	1.99
Platoon	6.75

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE!
TRY US, YOU WON'T BE DISAPPOINTED.
P&P 50p on all orders under £5, over £5 P&P is free. Overseas £2 per tape.
Please state Spectrum when ordering. P.S. Please state your Sinclair in all orders.

SALE

★★★★★★★★★★

JUST ARRIVED

FIRE FLY (From Ocean)

RRP £7.95
Our Price £5.25

DON'T HANG ABOUT

ROLLING THUNDER (US Gold)

RRP £8.95
Our Price £6.50
(Be quick for this one)

BEDLAM

RRP £8.95
To clear at £6.50

HOWARD THE DUCK

RRP £9.95
On offer at £1.99

MUST GO – HENCE SILLY PRICES!

HEARTLAND

RRP £9.95
Our price £2.99

★★★★★★★★★★

SALE

SPECTRUM

Thing Bounces Back	2.99
Trantor	6.25
TT Racer	6.50
Worm In Paradise	2.99
The Young Ones	2.50
Virgin Atlantic Chal.	.99
Zoids	1.99
Rampage	6.75
Combat School	6.25
Matchday II	6.25
720° Degrees	6.25
Driller	10.50
Vulcan	6.95
Flying Shark	5.25
Werewolves of London	6.50
Mad Balls	5.50
Dark Sceptre	5.25
Knightmare	6.75
Football Manager II	6.95
Winter Olympiad '88	6.75
Gary Lineker Soccer	5.50
Wonderboy	650
Yankee	6.95
Zulu War	6.50
Doc the Destroyer	£2.99
Micronaught II	£2.99
Prohibition	£2.99
Star Fox	£2.99
Spy v Spy Artic Antics	2.99
Samurah	2.99
Dark Empire	£2.99
Throne of Fire	2.99

SALE

★★★★★★★★★★

TO CLEAR

Side Wize

RRP £7.95
Now £2.99

DRUID II

(The Enlightenment)
RRP £7.95
Last few at £2.99

RED LED

RRP £8.95
Selling fast at only £2.99

NOW REDUCED TO £1.50 ARE ALL THE FOLLOWING...

POPEYE, STRIKE FORCE COBRA, S.W.A.T., KICKSTART II, AGENT X, AGENT X II, NOSFERATU, PRO SKI SIMULATOR, ATV, FOOTBALL FRENZY, LEAGUE CHALLENGE, JOE BLADE, SOCCER BOSS, INDOOR SOCCER, OCEAN RACER, GRAND PRIX SIM, SEA SURFER, RED ARROWS, PARK PATROL, NINJA MASTER

SALE

SPECTRUM COMPILATIONS

4 SMASH HITS
(Exelon, Zynaps, Ranarama, Uridium +) **£6.95**

ARCADE ALLEY
(Express Raider, Breakthrough, Last Mission, Kung Fu Master) **£5.25**

NOW GAMES 3 (Code name Matt, Sorcery, View to a Kill, Everyone's a Wally, Nick Faldo Plays the Open) **£2.99**

NOW GAMES 4
(Mission Omega, Hacker, Dan Dare, Back to the Future, J. Barrington's Squash) – Pocket money price **£3.95**

MAGNIFICENT 7
(Head Over Heels, Wizball, Arkanoid, Great Escape, Frankie, Cobra, Short Circuit, Yie Ar Kung Fu) **£6.95**

★★★★★★★★★★

NEW RELEASE!

PLATOON

Special Price
£6.75

★★★★★★★★★★

SALE

SPECTRUM COMPILATIONS TO CLEAR

COIN OP CONNECTION
(Breakthrough, Express Raider, Metro Cross, Crystal Castles)
For only **£3.95**

10 GREAT GAMES
(Avenger, Krackout, Future Knight, Bounder, Footballer of the Year, Trailblazer, Hiway Encounter, Monty on the Run, Westbank, Jack the Nipper).
All these games for only **£5.95**
Less than 60p per game!

UNBELIEVABLE ULTIMATE (Tranz Am, Jet Pack, Lunar Jet Man, Psst
To clear – now only **£1.99**

128K GAMES

Advanced Art Studio	16.95
The Pawn	10.95
Elite	7.50
Austerlitz	2.99
Nodes of Yesod	2.99
Hacker	2.99
Robin of the Wood	2.99
Gladiator	2.99
Ghost Busters	2.99
Ball Blazer	2.99
Little Comp People	5.95

SALE

SPECTRUM + 3 DISCS

Action Force	10.95
Ace II	10.95
California Games	9.50
Deluxe Scrabble	12.95
Driller	13.95
Eye	10.95
Football Manager	6.95
Game, Set & Match	12.95
Gauntlet	9.50
Gunship	9.50
International Karate	6.95
Live Ammo	10.95
Magnificent 7	12.95
The Pawn	12.25
Renegade	10.95
Thundercats	10.95
World Class L'Board	9.50
Tai Pau	10.95
Tomahawk	9.50
Phantom of the Opera	6.95
Sorcerer Lord	13.95
3D Game Maker	12.95
Dracula	12.95
The Boggit	12.95
Outcast	12.95
Ballbreaker	12.95

Many more titles available, please phone our hotline now with your requirements.

READER SURVEY

WHADDYA THINK?

WIN £100 WORTH OF GAMES!

Yup, it's ages since the last of our world-famous surveys — nearly two years in fact — but let no-one accuse us of ignoring our readers, unless of course they want a fat lip. With your help we can move the mag in the direction *you* want it to move — whether that's north, south, east or west. (*Eh? Ed*) And this time around there'll be one fortunate entrant who walks away with a ton's worth of top-grade Speccy gamesware — and no mistake!

Go on, tell us! And if you do, you could be the lucky winner of £100 worth of software in our fingerlickin' good, Reader Survey And Burger Grill!



So what do you have to do? It's a piece of Dundee cake (hoots, mon). Just fill in these quezzies — yes, all of 'em — and cut out the page (or photocopy it, if you want to keep your *YS* collection intact). Then send it to the address below before April 30th 'cos on that date, we'll pull one entry out of the *YS* mega-hat with that century's worth as the prize. Can't be bad, eh? Better than a cold pizza. So here goes — whip out your implement and start scribbling . . .

1. **How old are you?** ....

2. **Sex?**
   Male ☐ Female ☐
   (Inserting the obvious joke here will render you ineligible for the top prize, so ner.)

3. **Which kind of Speccy do you own at present?** (Tick as many as appropriate)
   - Ye olde rubber keyboard ☐
   - Spectrum + ☐
   - Spectrum 128K ☐
   - Spectrum +2 ☐
   - Spectrum +3 ☐
   - No Speccy at all ☐

4. **Are you planning to buy another computer in the next six months?** Yes/No*
   If so, which?
   - Spectrum +2 ☐
   - Spectrum +3 ☐
   - Amstrad CPC ☐
   - Commodore 64/128 ☐
   - Atari ST ☐
   - Commodore Amiga ☐

   Other..

5. **How many full price games do you buy a month, on average?**
   ....
   How many budget games do you buy a month, on average?
   ....

6. **How long have you been reading *YS*?**
   - 1-2 issues ☐
   - 3-6 issues ☐
   - 7-12 issues ☐
   - Oh, ages and ages ☐

7. **Which other computer mags do you read?**
   - *Crash* ☐
   - *Sinclair User* ☐
   - *C&VG* ☐
   - *The Games Machine* ☐
   - *ACE* ☐

   Other..

8. **Which other non-computer mags do you read?**
   ....
   ....
   ....

9. **Do you have a bank account?** Yes/No*
   Do you have a building society account? Yes/No*
   Do you have a young person's railcard? Yes/No*

10. **How often do you go to the cinema?**
    - More than once a month ☐
    - Once a month ☐
    - Less than once a month ☐

11. **How much do you spend on records every month, on average?**
    £.................

12. **How do you obtain your copy of *YS*?**
    - Subscription ☐
    - WH Smith ☐
    - John Menzies ☐
    - Delivered or reserved by newsagent ☐

    Other newsagent (please specify)
    ....

13. **Rate these regular *YS* features out of five, giving 5 if you think it's megabrill, and 1 if you'd rather clean out the cat litter than read it.**
    - Frontlines ☐
    - Future Shocks ☐
    - Screenshots ☐
    - Megagames ☐
    - Letters ☐
    - Street Life ☐
    - Tipshop ☐
    - Practical POKEs ☐
    - Adventures ☐
    - Compos ☐
    - Posters ☐
    - Program Pitstop ☐
    - Input Output ☐
    - Backstabbin' ☐
    - On The Warpath ☐
    - Slots Of Fun ☐

14. **What new feature would you most like to see introduced to *YS*?**
    - Comics/cartoon strips ☐
    - Play By Mail ☐
    - Role Playing Games ☐
    - Record reviews ☐
    - Book reviews ☐
    - Video reviews ☐

    Other..

15. **Which regular *YS* feature(s) would you like to see more of?**
    ....
    ....

16. **Do you buy games based on *YS*'s recommendation?**
    Always/ Sometimes/ Never*

17. **Have you ever bought anything from *YS* Superstore?** *
    If so, what?..

18. **Do you go to computer shows?** Yes/No*
    If so, which ones?..

* Delete as appropriate

Right ho. Now, is there anything else you want to tell us, like 'How about more pics of T'zer and fewer of Phil?' (ahem). If so, here are a few lines for you to mouth off — or if that's not enough, bung a letter in with the form and tell us in more detail.

....
....
....
....

And just so we know where to send you your prize if you win, fill in your name and address below

Name ....
Address ....
....
.... Postcode ....

Now send this page off to Reader Survey, *YS*, 14 Rathbone Place, London W1P 1DE — before April 30th, awright? Awright.

THE HUNT FOR RED OCTOBER

Argus Press Software/£14.95

Jonathan Things have come a long way since the days of Captain Pugwash. Apparently the latest totally and utterly secret weapon to emerge from the Russian equivalent of "Q" is Red October, wickedest of the wicked where submarines are concerned.

What's more, you (the captain) have decided to defect! That's right, you've had enough of joining an eighteen mile long queue just to pick up a copy of the latest Beatles record. You're off to the West, where flared Levis and ZX81s can be bought with a mere three months wages.

Easy, you might think. You've got the latest in sub-aqua hardware, complete with 26 nuclear ballistic missiles and the unique Caterpillar propulsion system. Not so! For a start the entire Soviet Navy is out to get you, and the Americans are still wondering whether it's all some double bluff. Only your crew are still in the dark, and you gotta keep it that way until you're safely across the Atlantic.

As you'll be able to tell from the way the game's set out, its roots lie firmly in the various 16 bit 'puters. (Good abbreviation, huh? Hope it catches on!) It's all icons, windows and the rest of it, and you control everything with a rather dodgy cursor that tends to go haywire at moments of extreme tension.

To drive the sub, orders are given out to the crew, who'll report back once they've been carried out. You can switch at will between a variety of displays, such as a map, sonar, radar and even the good ol' periscope.

Whoever converted the game to the Speccy, has obviously tried to keep everything as 16-bit-looking as possible, resulting in the graphics looking a bit mucky in places where they've been scrunched into our tiny screens. The backwards "R"s are naff for a start.

The main problem/advantage of the game is its massive complexity, depending on whether that sort of thing appeals to you. I'm afraid it's a bit easy to get overwhelmed by it all, and you'll be tearing your hair out from places you never knew had it.

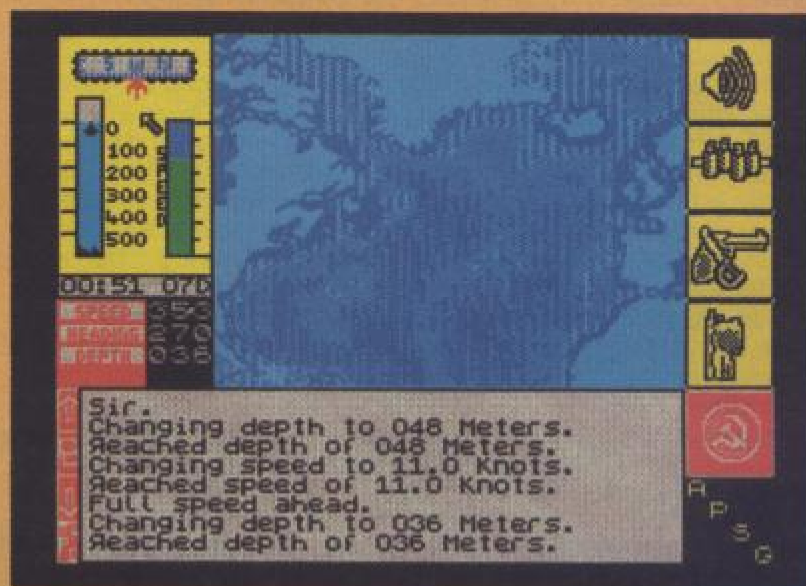
A game not to be taken lightly. Make sure you know what you're letting yourself in for before parting with your pennies.

YS CLAPOMETER

Bet you never knew controlling a submarine could be so tricky. Check it out first.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7



KIKSTART

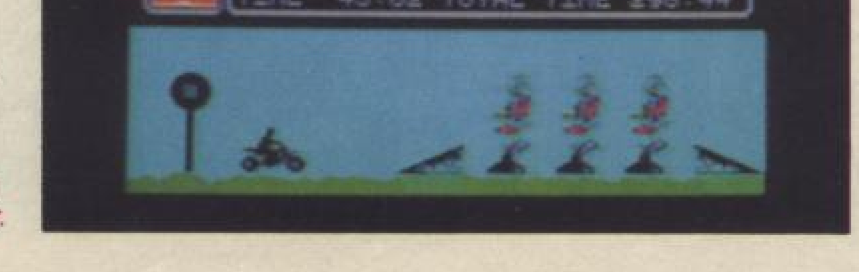
Mastertronic/£1.99

Nat If you get your thrills astride a powerful throbbing hulk (*Chance'd be a fine thing! Ed*), then *Kikstart* could be the game for you. If, on the other hand, you consider motorbiking mildly less gripping than the SDP, it may not have quite the same appeal. But wait! I'm no great fan of moto-cross, but this is not a bad little game.

The object is simple: ride your bike across a scrolling course of jumps, ramps, walls, barrels and flame-throwers (!?), and do it faster than your opponent, be he human or fitted out with those neat little rubber keys.

The bike has four controls, accelerate, brake, wheelie and jump. Some obstacles can only be ridden over at low speed, others at 8 billion mph. Pulling a wheelie helps you over small bumps, but try it over anything heftier and you'll fly gracefully through the air, landing slap in the mud. So don't be too clever.

There are 24 courses, which are played five at a time (*Eh? Ed*). And if you get bored with these, you can easily build your own with the in-built track editor.



All sounds a mite familiar, dunnit? Well *Kikstart* does bear a more than passing resemblance to that Code Masters mega-hit *ATV Simulator* and it has many of the same addictive qualities. Unlike *ATV Sim*, however, *Kikstart* loses out on the playability front. The collision detection in particular is seriously warped: you can be riding up a ramp and suddenly sink through it for no apparent reason, and even jump while already flying through the air!

These are quibbles though. While it wins no marks for originality, *Kikstart* is still a smile to play. If you liked *ATV*, give it a try.

YS CLAPOMETER

Fun little moto-cross game in* ATV Simulator *mode, marred only by some eccentric collision detection.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

ATF

Digital Integration/£8.95

Jonathan It's so well camouflaged, it takes the pilot three hours to find it every morning! It's so secret, even the Americans don't know it exists, and they built it! But DI do, and they've chosen it as the subject of their latest wacko simulation — *Advanced Tactical Fighter.*

As usual, you're the pilot and it's your job to make sure *We* win and *They* don't. The battle is taking place on a global scale, and you can whizz around the continents wiping out the enemy's positions, so your guys can move in and take over. Major targets include factories, land and sea forces and bases, all of which affect *Their* performance.

For a change, in *ATF* you actually see your plane on the screen in front of you, skimming along, twelve pixels off the ground. The 3D landscape scrolls past at an enormous speed, and you'll be grateful for the terrain-following radar which should prevent any arguments with hills.

The hardware at your disposal consists of the normal machine gun and two types of missile, one automatically guided by your on-board computer. As well as coping with the hosts of enemy interceptors which swarm around you, you'll also have to deal with SAMs, which luckily are easily jammed.

Even if you've been bored with flight sims in the past, *ATF* may well be worth a look. Flying controls are minimal, leaving your hands free for downing baddies and generally enjoying the flight. There is even a choice of skill levels for real namby pambies, and landing's automatic too. What more could you ask for?

However, all good things must come to an end, (even this review eventually!) and if you don't watch out, you'll find your aircraft getting more and more knackered as the bullets and missiles pile into it. Sooner or later it gives up the ghost completely, and you're just another statistic. (Moving, huh?)

The only real snag with this one is that it all gets a bit samey after a while. Fortunately you can then move up a gear, as *ATF,*



unusually for this sort of game, also has a distinct strategy feel — with the 8 billion page manual to boot (*Oi! Shouldn't we be doing this one then? O & A*). There's a massive task ahead of you, and the incentive to finish it should keep you going for some time.

A year of design and programming has gone into *ATF,* and it shows. If not quite as revolutionary as previous DI efforts, it's still a worthy release.

YS CLAPOMETER

An interesting hybrid of blast 'em up and strategy game masquerading as a flight simulation, with fine and fast graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

Electronic Arts/£8.95

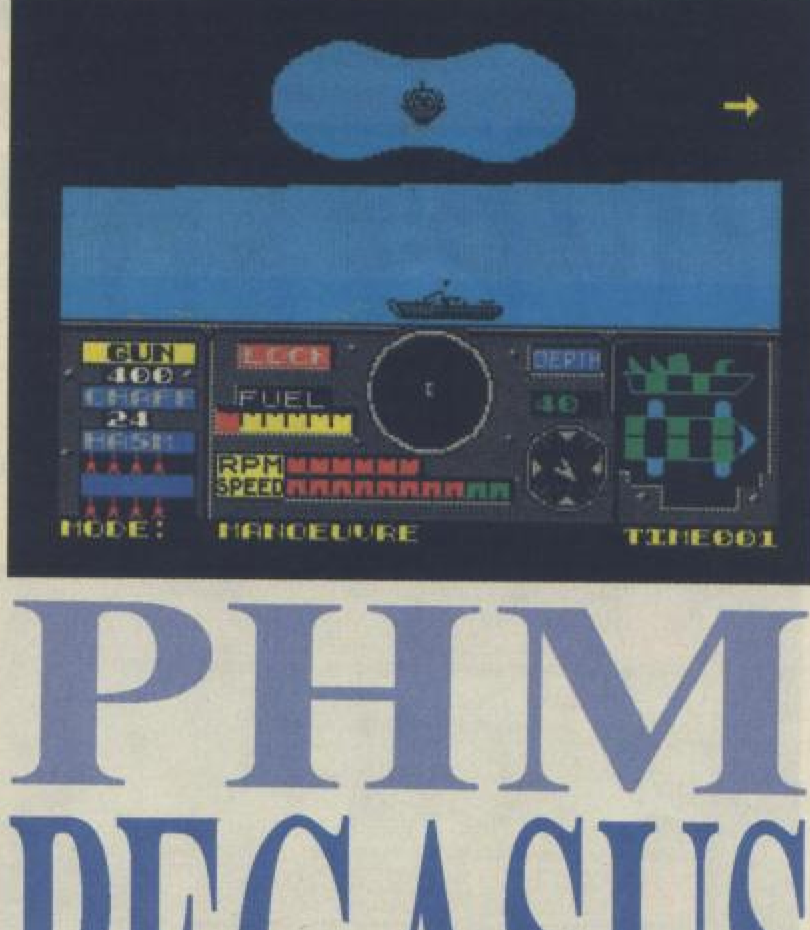
Jonathan Simulations of boats and planes are getting pretty old hat these days, but when did you last get the chance to try your hand in a hydrofoil? A what?

You know, one of those boats that rise up out of the water on legs. Not the ones packed with holiday makers crossing the channel to the hypermarkets for the day, but the military variety. Fast, sleek and dangerous. A bit like a certain well-known reviewer, actually, but not nearly so much fun at parties!

So now you're at the helm of this hydro-job, whaddya gonna do with it? Might I suggest taking on one of the eight missions you're presented with, ranging from a simple (?) training exercise to a full blown sortie in the Gulf. On the other hand, maybe you'd have been better off staying in bed.

The game's display is spread over two screens. The first is the operations map, where you can plan your route and command your choppers (the flying variety), when they're provided. Then there's the bridge, with a standard out-of-the-cockpit view and your control panel.

Having picked up a ship on your radar, jammed any missiles it may throw at you and brought it within range, you may as well



PHM PEGASUS

knock it about a bit. This can be done either with your cannon or a guided missile, which needs to be... well, guided, to its target. The resulting explosion rivals even a Marathon for satisfaction.

While there's definitely potential for a good game in here somewhere, I'm afraid the overall result looks a bit tacky. Graphics are sparse, just the inevitable expanses of ocean and not much attempt to animate the enemy when you finally track him down.

I can't say I found the gameplay too thrilling either. Cruising around the high seas is fun for a while, but not even the most frenzied of battles really gets the adrenalin flowing.

Maybe it's just that *Pegasus* can't decide whether to be a strategy game or a shoot 'em up. There really isn't enough of either in it for me.

YS CLAPOMETER

A rather dull combat simulation that fails to grab you by the nauticals.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

YS SUPERSTORE

If you want to know what every hip'n'trendy dude will be wearing next year. Look no further — it's here in the *YS* Superstore!

Binders

Dress up in style with a very tasty *(Mmmmmm! Phil) YS* Binder. It comes in bright red with snazzy gold lettering down the spine and is a must for up and coming fashion hounds. With space to keep 12 issues of *Your Sinclair* in mint condition you can team it up with a casual shirt and jeans, or how about a pinstripe suit for that genuine City look. Don't get all tied up and in a rut — turn over a new leaf of *YS* and buy a binder now!

£4.95

YS MegaBasic

Fling away your Filofax™ and toss away your Time Manager System 'cos it's arrived — *YS* MegaBasic. A personal organiser for your Speccy — it's an absolute must for the aspiring yuppy. This t'riffic programming utility has on-screen windows, 64 column text, lots of fonts, user-defined character sizes and simply loads more. Wear it anywhere and anytime — it'll give you and your Speccy that boost you've been looking for. Don't delay — fill in that coupon and send it off before it's too late!

£8.95



YS Badge

FREE BADGE! Order more than ten quid's worth of trendy *YS* gear and cop one of these tremendous *'Your Sinclair* is Skill' badges absolutely gratis! Well smackmalala!



Sports Bag

Bags are in! And the *Your Sinclair* sports bag made of striking red and black strong nylon emblazoned with the *YS* logo looks good with any outfit. Ideal for mountaineering equipment, surf board and swimming goggles, it measures a hefty 19" × 9½" × 9" and comes with a natty carrying strap. How can you refuse such a fashionable accessory that'll come in handy on any occasion? What's more, it's dirt cheap at only £7.95. Order yours now and be sure to have bags of fun in the coming year!

£7.95

T-Shirt

You too could look like this! Well almost. 1988's look will definitely feature the big'n'baggy *YS* designer T-shirt. Wear it loose over jeans for the casual look. Or jazz it up with a belt and drill cotton trousers for evening wear. And on those cold winter nights snuggle up in it in bed to keep warm and cosy! Made of 100 percent cotton, it features a wacky Chris Long illustration in bright blue and black on the front and costs a mere £4.50! What are you waiting for? Fill in the coupon and get ready to stun the world.

£4.50

Makeup from: Coco The Clown's own private collection
Hair by: Dragged Through A Hedge Backwards Salon
Gear courtesy of:
***Your Sinclair* Superstore**

LET ME AT THOSE NATTY *YS* FASHION ACCESSORIES!

• I'm a real trendy geezer so I'll be wearing one of those stylish *YS* T-shirts next year, especially at the bargain price of £4.50 each. I've ticked the box showing my size and I don't mind waiting 28 days for delivery.
Small ☐ Medium ☐ Large ☐ Extra Large ☐

• Style's my middle name so I've got to have one of those natty *YS* Sports bags to keep my dirty washing in. It'll look fab teamed up with the *YS* T-shirt too! What's more it's dead cheap at only £8.95 and it's worth waiting 28 days to get it too!

• Me and my Speccy would just adore a copy of *YS* MegaBasic — it's just what we've been looking for to get ourselves on the fashion circuit. And it's only £7.95 too!

• No outfit would be complete without a nifty *YS* binder tucked under one's arm so you might as well send me .... binders too! For only £4.95 each they're a snip!

I'm gonna get all togged up and have somewhere to go so I've ordered the following *YS* Goodies:

ITEM	NUMBER
Sports Bags	....
T Shirts	....
Binders	....
MegaBasic	....

I enclose a cheque/postal order for £.......... made payable to Dennis Publishing Ltd. Then again as I don't carry cash please charge my *Access/Visa/American Express/Diners card number ....
***delete where applicable**

Signature ....

Name ....

Address ....

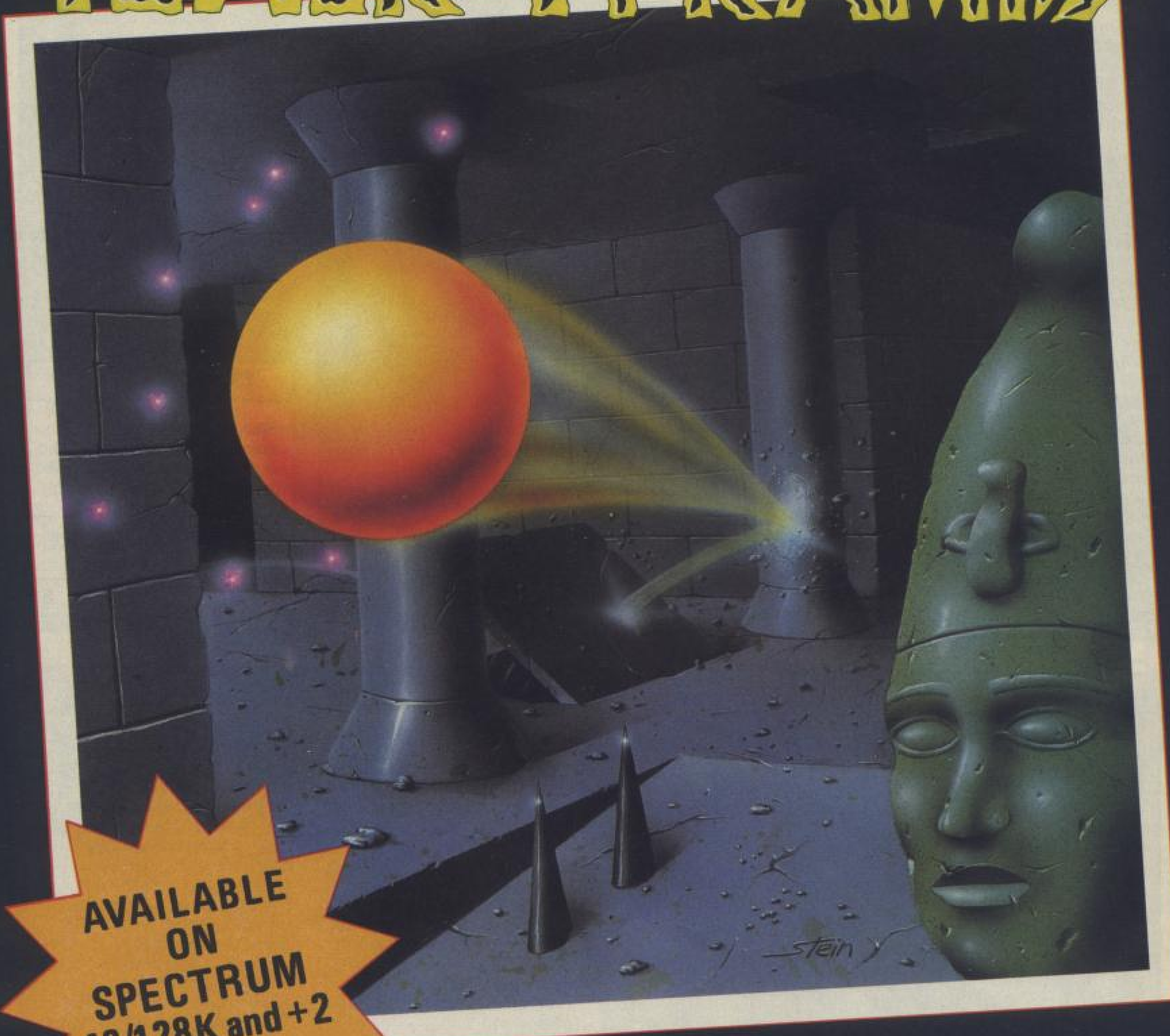
..

.... Postcode ....

Now send the completed form with payment or credit card number to: *YS* Superstore, PO Box 320, London N21 2NB. If you don't want to hack up your mag send a photocopy instead.

Overseas readers must add £1 to their order to cover postage and packing.

POWER PYRAMIDS



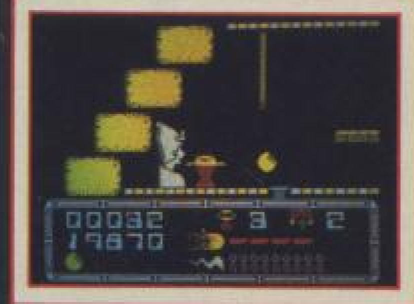
AVAILABLE ON SPECTRUM 48/128K and +2

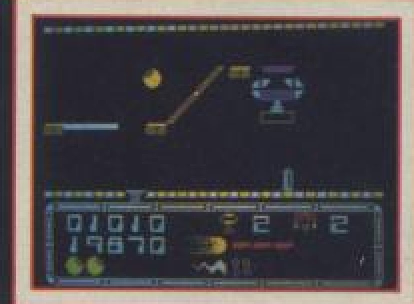
£8.95

Delivery of the 4 pyramids is easy but activating them before you hand them over is a different story!

In this arcade adventure, guide your robotic spheroid around 128 screens of mind-bendingly convoluted landscape, avoiding the many hidden dangerous obstacles and activate all the power points in the pyramids.







QUICKSILVA

A DIVISION OF GRANDSLAM ENTERTAINMENTS LTD.
12-18 PAUL STREET, LONDON. EC2A 4JS.

NORTH STAR

Gremlin/£7.99

Duncan Well, what can I say about *Northstar??* (Why not say that it's a nutritional timesaver for today's busy 'Mum on the Go'? Bung it in the microwave for seventeen pico-seconds and hey presto — scrumlicious E336 shapes enveloped in lumpy brown spook-sauce. Yum). No, I'd never get away with that, I'm going to have to tell the truth.

Northstar (a space-station which is overrun by, gulp, aliens) is a right-left, left-right scrolling shoot 'em/avoid 'em/collect 'em up. Run, from left to right, through level one and you'll reach a lift. This will take you down to level two. Run, from left to right, through level two and you'll reach a lift. This will take you down to level three. Run, from left to right, through level three and you'll… *("Okay, okay, I think we've grasped it!" — lots of astute* YS *readers).* Anyhow, your ultimate goal is the 'Northstar Project Centre' where you have to 'reactivate the life support systems.' Crikey!

Nothing actually 'shoots' at you in this game, but any 'sprite-contact' is fatal and believe me, the aliens come at you hot and fast. The killing of certain aliens results in an ascending bubble (catch for extra points), while others result in ascending star-shapes. Catching these stars, lights up little icons at the bottom of the screen, but as they weren't mentioned in the instruction-sheet I was sent, I'm afraid their purpose eluded me, and I'm far too thick to work these things out on my own. Anyway, these 'spook-icons' aside, I'm afraid that *Northstar* isn't going to break any records in the originality stakes, so let's weigh the price, gameplay and graphics.



Gameplay: Control response is good and the difficulty level is pitched correctly, ie pretty hard but by no means impossible.

Graphics: Nicely coloured backgrounds (inducing some attribute clashes), prettty good scrolling and nice sprite animation (especially some boingy 'spring things' on the first two levels).

Price: Crikey… Eight quid!!

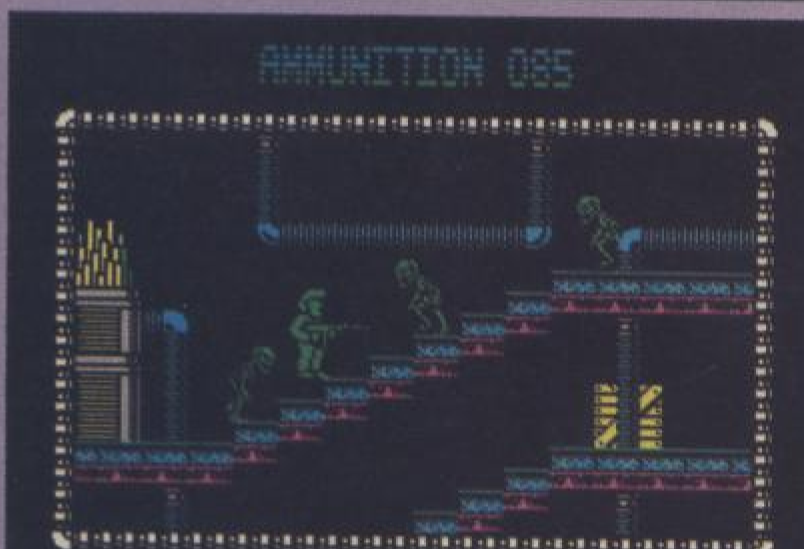
Eeerm, let's put it this way: If *Northstar* was a three quid 'budget' game, it would have scored ten points. At eight quid it scores six. Make of that what you will (draw a graph if necessary), and buy according to taste. What more can I say??? *(How about 'Yibble yibble'? Ed)*

YS CLAPOMETER

Slowish* Exolon*-style scroller that's long on style but short on originality. Not bad, though.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



DEVIANTS

Players/£1.99

Duncan Roll up, roll up! It's flick screen budget platform game time! Run around the alien battlestar. Shoot the aliens. Run around the battlestar a bit more. Prime a number of bombs. Make an origami paper hat (eh???).

The blurb says: "As the last star-warrior, you must complete the mission and uphold the honour of your fallen comrades." If this was a crappy game, I could have been incredibly waggish and said 'I'd rather have played one of the fallen comrades.' Unfortunately the game isn't crappy, so I can't.

Deviants is pretty easy to describe, in fact I've already described it; you shoot aliens and prime bombs. This bomb-priming bit is quite tricky (or it is if you're as mind numbingly thick as I am), because you have to complete a little logic 'prob' within a time limit. Fail and you die. I just kept dying; my highest priming rate was a pitiful two bombs, and that was blind luck (literally — I had my eyes shut). Anyway, onto the 'look' of the game.

Question: What separates a good platform game from a dud platform game?

Answer: Crikey, I wouldn't send you out to buy a pound of sausages. (Whoops, wrong answer).

Proper Answer: Quite simple really; graphics, animation, colour, sound, playability and price. (Same as any other type of game. Haw Haw.)

Deviants scores well. It gets a tick for each of the above (quite a big one, actually). Nicely coloured bold sprites move smoothly over an attractive playing area with absolutely ne attribute clash (a bit *Dan-Dare*ish actually). There's yer extra bullets and yer extra energy to pick up and also a 128K tune (on the menu screen, anyway). All in all the game is very… erm, what's the word? Slick!! Yes, that'll do — it's very Slick. There's another word for it as well. Uuum — aah yes: Cheap! *Deviants* is Slick and also Cheap. And well worth the spondies, too. Boing!!

YS CLAPOMETER

Top-notch cheapie platformer from the author of Joe Blade. It's positively deviant (fniar)!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

NIGEL MANSELL'S GRAND PRIX

Martech/£9.99

Pete Neee-yoowww. "Yes, and you're joining us here at, er . . . Monza in Italy."
"Er, we're at Hockenheim, and that's your actual Germany, Murray".
"Oh yes, Hockenheim in Germany for the launch of *Nigel Mansell's Grand Pricks*."
"Er, Prix, Murray."
"Yes, well anyway, here we are, and here it is —Nigel's very own racing game which is closer to the real thing than, er, the real thing, which is more than can be said for Alain Prost's driving. What would you say James?"
"Well, of course everything's here Murray. There's a rather nice selection of 16 Grand Prix tracks to crash on and the controls have been designed to simulate the actual feel of really being there."
"So, er, James, what's the idea of the game then?"
"To win the Grand Prix."
"So that's it, eh, er . . ."
"Well, it is a little more involved than just that, Murray. For beginners there's a practice section to try before taking position on the starting grid. Your fastest practice circuit determines where you will be placed and if you get a slower speed than the allocated qualifying time, then you won't get on the grid at all. When you load up the game, you'll have already been asked how many laps you wish to race in each event. This is the only feature which is, as you know Murray, unlike the real event."
"Is that true, James?"
"Er, yes Murray. But it's a necessary feature since a typical Grand Prix event involves 60 or more laps, each lap taking at least a minute to complete. Well the poor player would be there for days."
Neee-yooooww. "And, who was that, James?"
"A car going up the Autobahn behind us, Murray. Anyway, getting back to this game. If you've managed to qualify you'll take your place on the starting grid, and, just like the real thing, the 30 second hooter will go and the starting lights will appear on the screen. RED . . . wait for it, wait for it . . . GREEN —and you're off! Things will get a bit mundane for the next 60 laps or so, with only the pit stops to break the monotony. But this, of course, is what racing's all about."
"So what are your personal feelings on this one then, er, James?"
"Well, Murray, it's a bit involved for people who know nothing about Grand Prix racing, so you'd get nowhere. *Out Run* fans shouldn't believe that this is the same kind of game —a progression maybe, but only if they want to get into how the car operates as well as steers."
"Er, terrific. And now over to Ian McGasgill for the whether or not report . . ."



YS CLAPOMETER

A very clever simulation, but it ain't a game. Let down only by the fact that it takes ages to get anywhere . . .

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

ROLLAROUND

Mastertronic/£1.99

Gwyn At first glance you'd be forgiven for expecting a *Marble Madness* clone, but anyone wanting frantic action should try elsewhere, because this is a more lethargic form of lunacy.

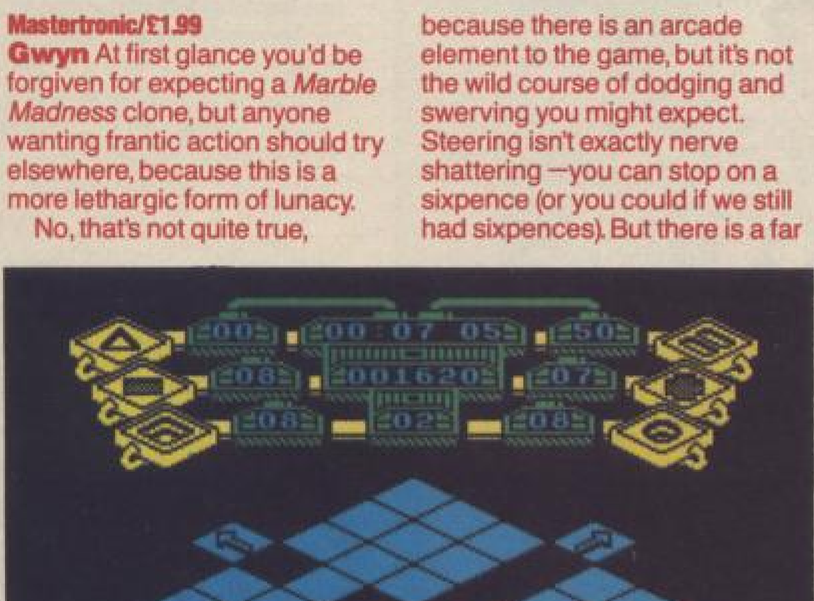
No, that's not quite true, because there is an arcade element to the game, but it's not the wild course of dodging and swerving you might expect. Steering isn't exactly nerve shattering —you can stop on a sixpence (or you could if we still had sixpences). But there is a far stronger problem solving element than you'll find in most marble manoeuvering games.

You have to steer your sphere over various squares, collecting the shapes which adorn them as you go. Don't get greedy though, because you mustn't hog more than your fair share of each type. To add to the fun there are aliens to avoid, a welcome test of your timing. But while they stand in your way for a while, the main attraction is strategic.

From the second level onwards there are switch squares, which change the landscape, and you'll need to know how they work or you could find yourself stranded when all the plain squares vanish! In fact, most of the fun comes from working out the only route which will allow you to collect your quota of shapes.

Later levels introduce clock squares, which stop the time limit ticking away for a limited period, and mystery squares, which may offer a bonus, or may just kill you. What with holes to avoid and the straight and narrow paths to stick to as you map them, there's a fair bit to do, even if it won't require split-second reactions.

Though your sphere can jump over gaps or aliens, *Rollaround* is still more a test of mental rather than manual dexterity. But as a variation on an old theme, it's a sound budget offering, especially for puzzlers.



YS CLAPOMETER

Simply rolling around doesn't add up to the most action packed game, but you may lose your marbles solving the problems.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

MAGNETRON

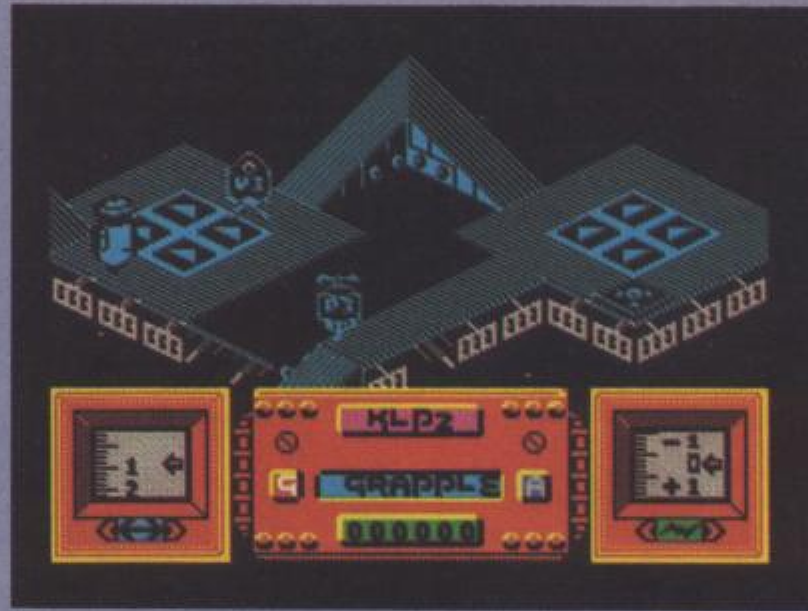
Firebird/£7.95

Phil It's a difficult thing reviewing sequels, no matter how good they are, 'cos you always find yourself comparing it to the original and that's bound to be a bad thing. It's going to be better anyway, 'cos it was probably written by the men who did the original, incorporating the things they couldn't fit in the first one. So how a sequel stands up on its own, had the first game not come out, is hard to tell. In the end comparison is inevitable, but let's see if we can get by without it… (whistle)… nope, it can't be helped. Here goes!

Quazatron was a spiffing game, where a little robot called KLP-2 nipped round a space station, destroying the rogue robots inside,to make it safe for humans to board. Although it was very absorbing, I still felt there was something missing in the gameplay. In *Magnetron*, the same little robot, this time with a "unique talent for taking things to bits," is doing a similar job on eight droid controlled satellites, orbiting the planet Quartech. Like *Quazatron*, the game takes place in a sort of 3D isometric view of the playing area, and you control KLP-2's movements along the platforms and slides of each satellite. His objective is to deactivate all four reactors on each satellite, rendering the megaplasma destructor beam weapons useless.

The method used for liquidating the robots is either by zapping them with whatever weapon you have to hand, or by grappling. Grappling is a concept unique to these "tron" games, whereby KLP-2 latches himself onto a robot of his choice, and then the player plays a little logic game to decide who wins the grapple. If the player wins, KLP-2 takes over the weapons and security clearance of the enemy robot. If the player loses the logic game, then both KLP-2 and the grappled droid explode and that's all folks! The logic/subgame is quite simple really, a bit like those little plastic number puzzles where you slide the tiles around until all the figures are in descending order. You know the drill. Well, it's like that, only you've got a time limit and if you don't get it right, you end up as a cloud of rapidly expanding metal shards and a nasty grease spot on the deck!

Magnetron is that rare breed of game, a sequel which is better than the original. The graphics and sound are the usual high quality we expect from Steve Turner, and enhance what is already a brilliant game. 'Delightful' is a word that springs to mind, but p'raps that's a bit prissy. Okay, so it just looks like a random shoot 'em up, but don't be put off by appearances. There's a lot to it, and it's an easy game to learn, but a very hard one to beat!



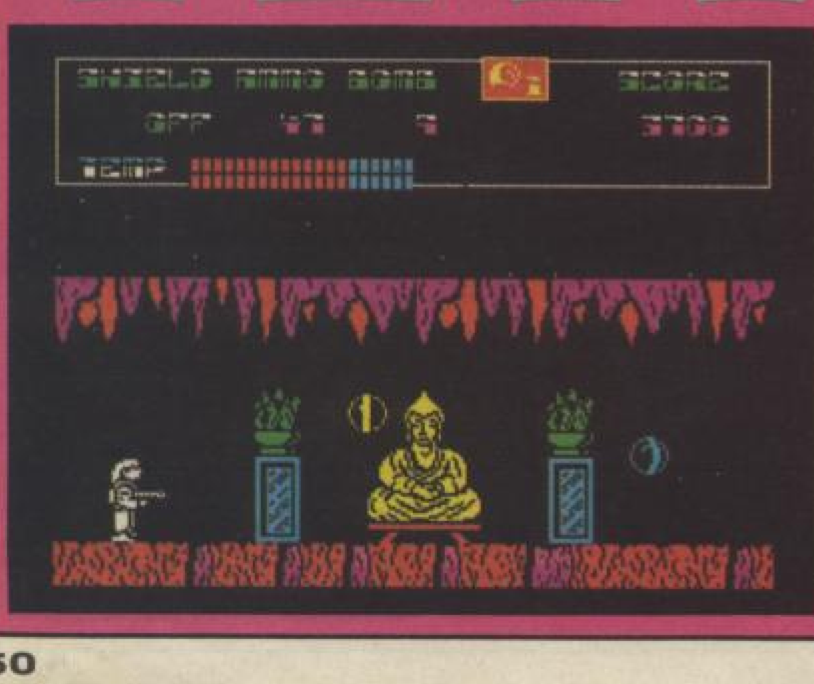
YS CLAPOMETER

***An absorbing and clever shoot 'em up, with all the hardness of* Quazatron *and more problems than the cast of* Dallas.**

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

YETI



Destiny/£8.95

Marcus Aha. Now Tibet is certainly original. Can't complain there. I mean, when was the last time you trolled around the Himalayas shooting up monks? Yes, monks. *Yeti* must be the first overtly anti-religious game ever released on the Speccy. Don't let any vicars, Jehovah's witnesses or American presidential candidates anywhere near it.

Now to the game. *Yeti* is the first release from Destiny, the latest software house to be founded by Francis Lee, he who put together *Beyond* and *Starlight* (now both deceased). It was written by Cybadyne, the programming team mainly known for *Xecutor,* which popped out at the back end (fnar) of last year through The Edge. That game was a vertically scrolling shoot 'em up with loads of colour. This one, for variety, is a horizontal flip screen shoot 'em up with loads of colour, rather in the manner of *Exolon*.

Now that's all very well, but I for one am beginning to get a bit tired of all these shoot 'em ups in the manner of *Exolon*, and this one — bar the unusual scenario — is very much par for the course. You rush along, shooting at things, avoiding bullets and occasionally jumping on top of platforms and running along the top. True, you're shooting at religious icons rather than Krells from the planet Tharg, but they all move in much the same way. The screens flip rather than scroll, and in the way of these things it's very hard to complete.

Of course it's very slickly programmed, and the basic idea of bopping about in eastern climes is a cracking one. I'm just not convinced that after *Exolon, Zynaps, Gunrunner, Freddy Hardest, Game Over* and God knows what else, this has very much new to offer. Still, if you like a shoot 'em up, this is as good and hard as any, and not so impossibly difficult that you'll give up in disgust, chucking cassette case out of window and Speccy in fire. Otherwise, though, it's for converts only.

YS CLAPOMETER

Flip-screen shooter à la* Exolon *with amusing theme but little out of the ordinary otherwise.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

CHUFFED, BRIAN, CHUFFED...

YS COMPO



Yes, you will be, if you win one of five spanky leather footballs, each worth 20 nicker, and one of 30 copies of Piranha's forthcoming *Roy Of The Rovers* game! Awa' the lads!

Is football a matter of life and death? Or is it much more important than that? Well, here at *YS* we're absolutely over the moon, Jimmy, over the moon at the prospect of giving away five of the leatheriest footballs you'll ever see, to the 'oh so lucky winners,' of this little compo 'ere, see? And what's the excuse? The release of Piranha's new game based on the ultimate boot hero, *Roy Of The Rovers,* that's what! Roy is of course the long-serving player-manager of table-topping Melchester Rovers, and he's been guiding them through thick and thin in his very own comic, for around 150 years now — all without a change of hairstyle! Every week the team goes in at half time 3-0 down, with their goalkeeper mysteriously kidnapped before the game and their entire back four wiped out by killer bees during injury time. But still they always manage to claw back and win 4-3, going on to win the league, the cup and probably £50 on Bee's Knees in the 2.30 at Chepstow for all we know. And all this without any hooligans! Fortunately the Piranha game will be keeping the true-to-life atmosphere of the comic strip, and we boot-fiends just can't wait, Barry. It'll be the right result on the day, Saint — football's all about eleven men and a ball. Oh, and ninety minutes. And a swift knee in the wedding tackle when the ref's not looking.

Rules

• Members of The Dennis Publishing Supporters Club or Piranha Athletic will have their ID cards withdrawn if they attempt to get into this game.
• The draw for the next round is on 30th April 1988, so you'll be given the red card if you haven't completed your fixtures by then.
• Remember, what the manager says goes, which could mean you'll be on a free transfer to Halifax if you don't watch out.

WHAT YOU DO!

Right, here's the old one-two. One: look at these two frames from a recent Roy adventure and you should notice a few differences between the two, unless of course you're in the cellar with the lights switched off, but that would be a bit silly, wouldn't it? Two: circle all the changes and send this coupon, pics 'n' all, to I'm As Sick As A Parrot, John, At Least As A Parrot Who Had Two Pints Of Pernod Last Night On An Empty Stomach Compo, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.





I'm no mug — here are the ...... differences I've noticed. And if my name's not Ron Atkinson, that's the lot!

Name Ron Atkinson ....

Address ....

....

.... Postcode ....

COMPO WINNERS

GIVE ME A DAMSEL IN DIS' DRESS COMPO

A Meg-arrrh compo, eh? Oodles of goodies for everyone (okay, not for *everyone* but over 150 lucky readers — worra compo). 'Big Tease' Maughan twisted the appendages of everyone she could get hold of to get these fabbie prizes, let's hear it for T'zer.

Six Pairs Of Wrangler Jeans: James Williams, Nantwich, Cheshire; Patrick Barry, Maida Vale, London; Andrew Hebden, Oldham, Lancs; Adeleke Yakubu, London; Richard Hall, Thames Ditton, Surrey; Gary John Lynch, Berwick-Upon-Tweed, Northumberland.

Two Pairs Of Reebok Shoes: Warren Sanderson, Leigh-On-Sea, Essex; Paul Shore, Edgware, Middx.

10 Mastertronic T-Shirts: Neil F Owe, High Wycombe, Bucks; Richard Last, Dovercourt, Essex; Stefan Ratcliffe, Battersea, London; Tim Bardey, Bampton, Devon; Bruce Liddle, Silsoe, Beds; Miss S Lee, Whitton, Middx; Scott Millar, Dundee, Scotland; Paul Russell, Hailsham, East Sussex; Harold Frykholm, Nyhöping, Sweden; Carl Ross, Portsmouth, Hants.

10 US Gold Sweatshirts: John Stafford, Scarborough, North Yorks; George Abbett, Thorton, Fife; Rashid Mostafa, London; Anthony Williams, Winchmore Hill, London; Stuart Sloan, Bearsden, Glasgow; Narmari Mistry, Bradford; Jermy Hyde, Portadown, Co Armagh; Christopher Moran, Pensford; David Thomson, Denny, Stirlingshire; Martin Owen, Caernarvon, Gwynedd.

10 Alligata T-Shirts: Leon Felgate, Stratford-Upon-Avon, Warwickshire; Roy Asamoah, Tooting Broadway, London; Jason Lourney, High Wycombe, Bucks; Gary Bently, Enfield, Middlesex; Matthew Harrie, Bracknell, Berks; Jamie Wilson, Bristol; Alan McGroarty, Doune, Perthshire; Cameron White, Dalmuir, Clydebank; Stephen Collinge, Audenshaw, Manchester; Barry David Ryan, London.

10 Ariolasoft Frisbees & 10 T-Shirts: Daniel Houghton, Heaton, Bolton; Phillip Dick, St Saviour, Jersey; Barry Crossley, Chadderton, Oldham; Christopher Webb, Shipley, West Yorkshire; Sid Nadin, Haywards Heath, West Sussex; Helen King, Bridnorth, Shropshire; Michael Major, Andover, Herts; Allan O'Donnell, Greenock, Scotland; Stephen Wrigley, Braintree; Richard Last, Dovercourt, Essex; Roland Skinner, Woking, Surrey; R B Taylor, Witton, Staffs; Leighton Davies, Pencoed, Bridgend; Martin McDonald, Kilkenny; James Franklin, Newport, Shrops; Chris O'Donnell, Port Glasgow, Scotland; Christopher Young, East Kilbride, Glasgow; Michael Deighton, Horsforth, Leeds; Jason de Jesus, London; Stephen Daltrey, Wansted, London.

10 Gremlin T-Shirts plus game: James Lindsey, Pinner, Middx; Philip Dick, St Saviour, Jersey; Stephen Kilkie, Newlands, Glasgow; Jason Dimbleby, Harrow Weald, Middx; John Aryes, London; Paul Stevens, Northfleet, Kent; Jamie Fitzpatrick, Chiswick, London; Anthony Williams, Winchmore Hill, London; Andrew Garland, Molufirth, Huddersfield; Richard Hall, Thames Ditton, Surrey.

10 Trio Packs Of CRL Games: Mark W S Yates, Hove Edge, Brighthouse; S W Smith, Stockton, Cleveland; Stuart Sullivan, Wembley, Middx; Andrew Dowling, Morecambe; David Scjrap, Wallasey, Merseyside; John Aryes, London; John Phillips, Newcastle, Staffs; Yusuf Quiraishi, New Malden, Surrey; Mr T G Lawton, Acocks Green, Birmingham; Richard Pearson, Chelmsford, Essex.

15 Piranha T-Shirts: Scott Millar, Dundee, Scotland; Lee Britain, Giffnock, Glasgow; Douglas Hare, Cleethorpes, South Humberside; Donald Angus McDonald, Glasgow; Jason Bovill, County Tyrone; Simon Ball, Reigate, Surrey; Paul Lauff, Frankfurt, West Germany; Douglas Patterson, Greenfaulds, Glasgow; Robert Gill, Wallingford, Oxon; Mark of Southampton, Hants; Marcus Webb, Blackpool, Lancs; Colin Reid, Haddington; L Singleton, Summercotes, Derby; Paul Rees, Barry, South Glamorgan; Joseph Old, Padstow, Cornwall.

20 Konami Games: Justin Whitcross, Dundee, Scotland; Simon Lilley, Rushden, Northants; Darren Sanderson, Leigh-On-Sea; Stuart Robotham, Ipswich; Graham Astles, Winsford, Cheshire; Joseph McAdorey, Newtownabbey, Co. Antrim; Brett Thomas, Benfleet, Essex; Jo Leader, Tunbridge Wells, Kent; Marc Cole, Charfield, Glos; Scott Tollan, Cumbernauld, Scotland; Mr J K Marston, Wimborne, Dorset; T Telfer, BPFO 26; Stephen Castens, Milton Keynes; Nick Haynes, Loughborough, Leics; Bill Knipe, Chedleton, Staffs; S M Alcock, Swansea; R Barston, St Helens, Merseyside; Paul Smith, Mickleover, Derby; Andy Edgerton, Warrington, Cheshire; Colin McBurnie, Dewsbury.

30 Code Master Games: Joseph Mc Adorey, Newtownabbey, Co. Antrim; Jonathan Whittle, St Annes, Lancs; Mark Burrows, Wallington, Surrey; Leon Felgate, Stratford-Upon-Avon; Barry Ryan of London; Roy Asamoah, London; Omar Ul-Haq, Glasgow; Stuart Duff, Rhonda, Mid Glamorgan; Mark White, Newcastle; Derek Gardiner, Glasgow; William Aird, Glasgow; Eddie Coburn Jnr, Longsight, Manchester; Paul Topham, Crawley, West Sussex; Tristan Burnett, St Dennis, St Austell; John Lundy, Cumbernauld; David Thomson, Denny, Stirlingshire; Aaron Shepard, Dawlish, Devon; M Gilmore, Beldale, N Yorks; Sean Murray, Barry, South Glamorgan; Robert Terras, Kircaldy, Fife; Craig Symonds, Marshfield, Cardiff, S Brownlee, Galashields; Alex Patience, Forest Row, East Sussex; Jody Lester, Abingdon, Oxon; Simon Berrell, Manchester; Carl Harper, West Bromwich, W Midlands; Steven Whitley, Stockton-On-Tees; Darren Cummings, Grangemouth, Stirlingshire; T P Howson, Norwich; Matthew Streeter, Basingstoke, Hants.

10 Activision T-Shirts: Brian Shepard, Little Hulton, Worsley; Greig Christie, Kirlcadly, Fife; Robert Armson, Clacton-On-Sea; Robert Snow, Lochside, Dumfries; Paul Wilburn, Debdale Park, Gorton; Mika Stoute, Bury St Edmunds, Suffolk; Paul Andrews, Potters Bar, Herts; Wayne Pitman, Penarth, S Wales; Phillip House, Breightmet, Bolton; Mark Ashman, Ramsgate, Kent.

Six Ocean Goodies: Phillip Wright, St Day, Redruth; Jason Hawkwright, Taunton, Somerset; John Grady, Stockport; Michael Williams, Galloway; Paul Fofar, Sheffield, South Yorks; David Worral, Ashton-Under-Lyne.

I Can Do Hex To Dec Coversions In My Head Compo

Another *Frontlines* teazer came up in the August issue looking very much like an opportunity to win five copies of *The Code Machine* by Discovery — which is not surprising since it was such an opportunity. To be, or not to be — that is the answer. Yes, 'b' was the one to plump for again since 7D00 is in fact 32,000 in decimal. And the chosen few, in no particular order are . . .

Harry Pennet, Dunkinfield, Cheshire; Steven Wells, Bury St Edmunds, Suffolk; M A McGee, Dudley, West Midlands; Brian Bradshaw, Cottingham; John Bleminson, Chapeltown, Sheffield.

FLIPPIN 'ECK WARP SPASMS HAVE NEVER BEEN SO GOOD COMPO

Five sets of *Slaine* goodies were up for grabs for the winners and 30 copies of the game for the runners up in this compo from the October ish. A simple spot the difference, and it was obvious by the number of entries that you didn't have any probs with this one!

Winners: Sarah O'Sulivan, Rainham, Kent; Robert Moss, Sheffield, South Yorkshire; Mr G K Ingram, King's Norton, Birmingham; Robin Shepard, East Skipton, North Yorks; Morag Paskins, Whitchurch, Hants.

Runners Up: Stuart Hedley, Tring, Herts; Richard Harper, Walsall, West Midlands; Adrian Porter, Magherafelt, Co Derry; Richard Burton, Helston, Cornwall; Anthony Fawcett, Tong Village, Bradford; Pedro Simões Da Costa Alves, Pontina, Portugal; L C Sendel, Jordanthorpe, Sheffield; Niels Krogh, Verde, Denmark; M J Clapton, Sleaford, Lincolnshire; Paul Cross, Hyde, Cheshire; Liz Coleman, Haleston Norfolk; David Lee Greenhalgh, Longsight, Manchester; Mrs P A Taylor, Verwood, Dorset; C W Clover, Leicester; Nigel Tomlinson, Leyland; Robert Aitken, Coventry; Andrew Evans, Lianedeysn, Cardiff; Richard Jupp, Walsall, West Midlands; Robert Britian, Oldham; Colin Murray, Westerhailes, Edinburgh; Peter Young, Saddleworth, Oldham; J A Irving, Walker, Newcastle; P M Pattinson, Preston, Lancs; Patrick Evans, Southsea, Hants; Wayne Cadman, Stretton, Burton-on-Trent; Juan Edwards, Little Horwood, Milton Keynes; Paul Davies, Luton, Beds; Bradley Howe, Harlington, Middx; Jon Sendel, Jordanthorpe, Sheffield; Mr B Neal, Swansea, West Glamorgan.

Jumpin' Jack Flash It's A Wiz Wiz Wiz Compo

You gave three postmen a hernia with the truck loads of mail we had for this compo — not surprising since top of the prize list was a Speccy +3. Plus there's 20 copies of Ocean's *Wizball* for the runners-up. And just in case you didn't know there were 10 differences. Here are the winners.

1st Prize Winner: Michael Askew, Hengoed, Mid Glamorgan.

Runners-Up: Peter Birch, Munich, West Germany (Ooo-viel glück, mein freund!); Bob Allen, Haywards Heath, West Sussex; Matthew Bennett, Preston, Lancs; Ted Lawrence, Natwich, Cheshire; Brian Grant, Watford, Herts; Steven Burns, Cheshunt, Herts; Brian Bradshaw, Cottingham; Laurent Lepingle, Ville Fontaine, France; Mr C Berry, Hayle, Cornwall; Bernard Southgate, Cadishead, Manchester; Terry French, New Milton, Hants; D Farahar, Kemsing, Kent; David Haffner, Redditch, Worcs; Corin Austin, Belfast; Roger D Phillips, Flint, Clwyd; Richard Moss, Colchester, Essex; Thomas Yates, Warrington, Cheshire; Hank Sundling, Nässjö, Sweden; Eliot Higgins, Waddbridge, Cornwall; Phillip Paul Parker, Middleton, Greater Manchester.

I HAVEN'T GOT ANY SCRUPLES SO SEND ME ONE COMPO

Virgin Games in the guise of Leisure Genius offered a rather natty collection of goodies in *Frontlines* in the December ish. Three big *Scruples* board games for the winners, and 10 copies of the computer game to the runners-up were the carrots on the end of the office stick for this one. But who won? I shall tell you...

Winners: Paul Frazer, Blackburn, Lancs; Gary Jones, Clwyd, North Wales; Freddie Bond, Carrickfergus, Co. Antrim.

Runners-up: John Williams, Middlewich, Cheshire; Robert Moss, Sheffield; Scott McGlashan, Glasgow; Steven Scott, Runcorn, Cheshire; David Groves, Great Barr, Birmingham; Gareth Jones, Portsmouth, Hants; R Stevens, Saundersfoot, Dyfedd; Robert 'Captain' Kirk, Bulwell, Nottingham; M K Ginger, Watford; Mandy Kingshott, Bridgemary, Hants.

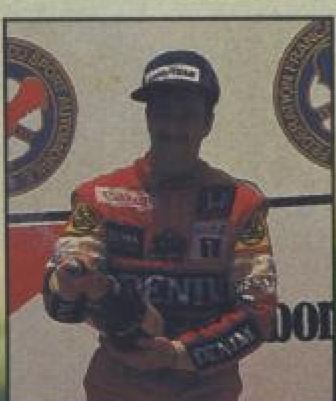
NIGEL MANSELL'S

GRAND PRIX

"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

The red lights are on – *you snap into gear.*
The engine roars – *your grip tightens on the steering wheel.*
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!

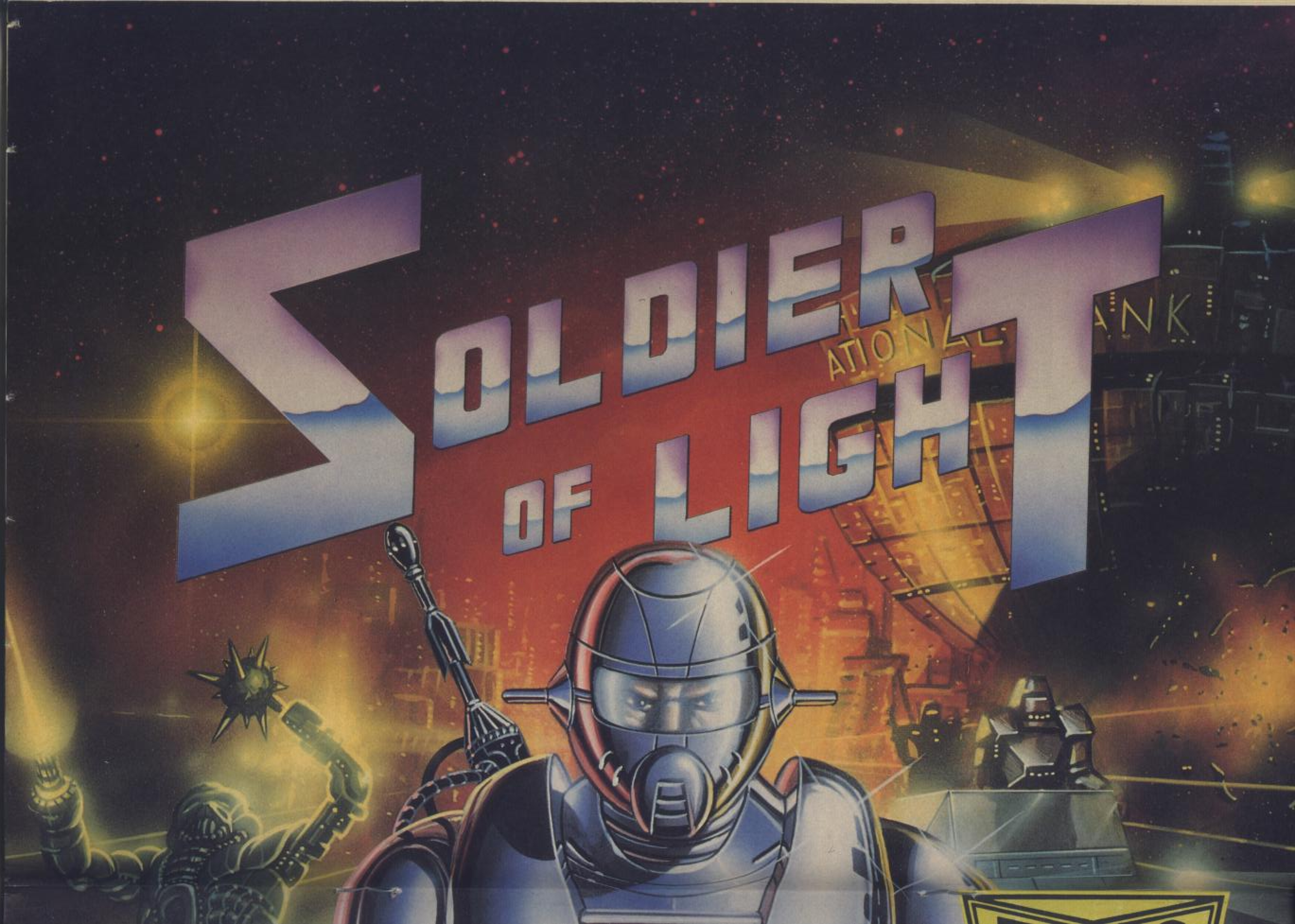


Produced by
martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

Spectrum 48/128	Cassette	£9.99
Commodore 64/128	Cassette	£9.99
	Disc	£12.99
Amstrad CPC	Cassette	£9.99
	Disc	£14.99

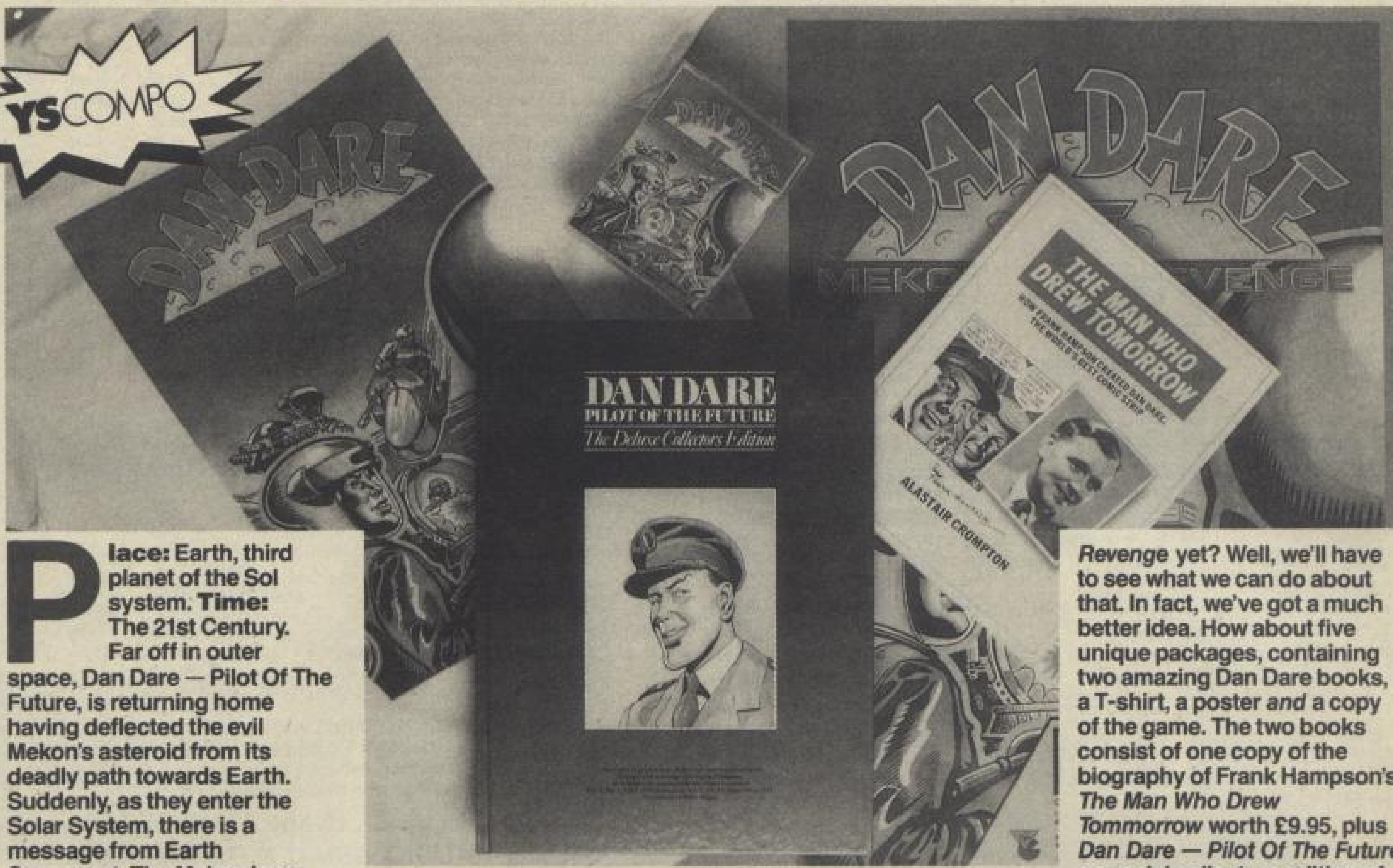
Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.


SOLDIER
OF LIGHT


TAITO
ACE
YOUR SINCLAIR
POSTER


VAMPIRE'S EMPIRE
GREMLIN
Atari ST
SPECTRUM £8.99 Tape
SPECTRUM +3 £12.99 Disk
CBM 64/128 £9.99 Tape £12.99 Disk
MAGIC BYTES
Atari ST
AMIGA £19.99 Disk
ATARI ST £19.99 Disk
AMSTRAD £9.99 Tape £14.99 Disk
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

Who Dat Dan Dare?



Place: Earth, third planet of the Sol system. **Time:** The 21st Century. Far off in outer space, Dan Dare — Pilot Of The Future, is returning home having deflected the evil Mekon's asteroid from its deadly path towards Earth. Suddenly, as they enter the Solar System, there is a message from Earth Spaceport. The Mekon is on his way to Earth in a gigantic spacecraft, containing genetically engineered Supertreens. Immediately after the message comes through, the Mekon jams all transmissions and the screen goes blank... Dan sets his manly jaw, solemnly turns his fleet around and heads back full speed into outer space. There is only one way to defeat the Mekon once and for all... and that is face to face!

It had to happen! *Dan Dare II — The Mekon's Revenge* is with us. (We just knew that Mekon wouldn't take his defeat in the last game sitting down.) He's on his way to Earth, and it's up to you, as Dan, to stop him, with the aid of your trusty jetbike and megaphoton blaster. Closely followed by your troops, you infiltrate the massive spaceship and seek and destroy the Supertreens. Or you can play the evil Mekon, and help your Treens escape before Dan can destroy them... What? You don't have a copy of *Dan Dare II — The Mekon's Revenge* yet? Well, we'll have to see what we can do about that. In fact, we've got a much better idea. How about five unique packages, containing two amazing Dan Dare books, a T-shirt, a poster *and* a copy of the game. The two books consist of one copy of the biography of Frank Hampson's *The Man Who Drew Tommorrow* worth £9.95, plus *Dan Dare — Pilot Of The Future* a special collectors edition of the first Dan Dare comic adventures, every single comic bound together in one volume, which is worth £16.95! Okay, that's the first prizes, so for the second prizes... how about a T-shirt and a special Dan Dare poster? Alright, 10 T-shirts and posters for the second prize winners. So that just leaves 25 copies of *Dan Dare II* for the runners up. Wow! Worra lorra prizes, starpilots!

Five Unique Dan Dare Superpacks plus 10 T-shirts, 10 Posters and 25 *Dan Dare II* games up for grabs!

HOW TO WIN

To fly off into space with these super prizes, all you have to do is answer three questions. As the prizes are so good, let's make 'em nice and hard.

1. What is the height of a Saturn 5 rocket? Is it:
- **a)** 150 feet?
- **b)** 365 feet?
- **c)** 500 feet?

2. How far away is our closest star neighbour, the red dwarf flare star Proxima Centauri? Is it:
- **a)** 10.3 light years?
- **b)** 4.3 light years?
- **c)** Just down the road past the chip shop?

3. Who was the first man into space in 1961? Was it:
- **a)** Yuri Gagarin?
- **b)** Yuri Andropov?
- **c)** Yuri Pinktoothbrush?

Got that? (Terrific rustling of *Observers Book of Space*.) Brill! So fill in the answers below, and send your entries to: Who Dares Wins Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE

Rules

- Starpilots affiliated to Dennis Publishing or Virgin Games may not join this space race.
- Fly all your entries into docking position by April 30th 1988, or you'll have to abort.
- The Mekon's decision is final, and any Treens caught quibbling will have their thargoids disintegrated. (Yowch!)

PHOTOGRAPHY: LIZ HEANEY

I know the answers to your so-called 'hard' questions, 'cos I've got a book on space and my dad's a theoretical physicist, so ner! The answers are:

1☐ 2☐ 3☐

Pilot's Name. ....

Star Address ....

....

.... **Postcode** ....


It's here-The return of Elvin Atombender!
IMPOSSIBLE MISSION II™
Unsurpassed Espionage Action...
After two year's wait at last it's arrived—the sequel to beat all sequels! Impossible Mission II retains all the fun and strategy of the original as once again you embark on the challenge to find a safe route to Elvin and the final showdown where he will meet his end! Search each room, find code numbers, objects and keys to help you with your mission. You must avoid or destroy the guards and robots that patrol the five towers or risk being destroyed yourself.
Successfully dispose of Elvin and your quest is half over! Now your Mission becomes truly Impossible as you strive to escape the towers, avoiding guards, robots, mines, trap doors and elevators without detection!
...From the lift you enter the first room...
...But where to next?...
...Who or what is lurking behind these cars?...
...Can you access the next tower?...
...Could the final P.I.N. number be here?...
...Running into more trouble?...
...Why is the robot guarding that table?...
...A message on the tape recorder?...
...Quick! Escape from Elvin!!...
4125
Commodore 64/128 £14.99 disk £9.99 cassette
Amstrad £14.99 disk £9.99 cassette
Spectrum 48/128K £8.99 cassette
Atari ST £19.99 disk COMING SOON!
IBM PC & Compatibles £24.99 disk COMING SOON!
Impossible Mission is a Registered Trade Mark of EPYX Inc. EPYX is a Registered Trade Mark No. 1195270. ©1988 EPYX Inc. All rights reserved. Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX. Screens from Atari ST and Commodore 64 versions.
EPYX®

YS MEGA PREVIEW

RASTAN

Gore blimey! Here's a violent geezer, and no mistake. *Marcus Berkmann* wades through the offal in Imagine's latest coin-op conversion, and tries not to trip up.



Hmmm. (Squelch!) Ugh, what was that? (Scrilch!) Hmm, perhaps I don't really want to know. (Fsplulch!) Yes, here we are in the barbarous world of Maranna, and friend Rastan certainly has made a mess of it. (Sclrolpch!) Everywhere lie the internal organs of demon warriors, snarling zombie wolves and other assorted beasties (Ad-Rock, Mike D etc). For Rastan has been denied the throne of his planet by the evil wizard Karg, (frulpch!) who has unleashed these creatures to get rid of the dreadlocked one once and for all. (Grolsch!) Yes please, I'd love one.

Rastan is of course the official conversion of Taito's *Rastan Saga,* an unutterably tophole coin-op which has been, I admit, something of a personal fave of mine. Most conversions, as we know, fail pitifully to represent even the spirit of the original, let alone the game, but not *Rastan.* Look at that sprite – big and bouncy (fnar, fnar). And clock those backgrounds – yes, the programmers have actually sketched in some detail. And finally, there's that rarity on the Spectrum nowadays – colour. What's more, *Rastan* actually plays like the original. Yes, I know that's quite something but honest, John, it's true.

Now this is a preview, not a full review, 'cos the version I've had to play is not entirely finished yet. (Remember the *YS* Seal of Approval?) What I've been looking at is incomplete, hell to load and has a tendency to crash all the time. But you can tell even at this stage that the finished version (which should be out by the time you read this) will be an utterly ripsnorting, headbanging, brainblending, swiperama of truly ionospheric proportions.

Well, along those lines, anyway.

Fundamentally (fnar), *Rastan* is very much in the horizontally scrolling multi-level slice 'em up mould that we've all come to know and love. Grasping his vast weapon, our hero scours the blue and red landscape for evil looking nasties, whom he slashes to bits before they slash him. Some of them carry flashing icons which he can pick up, and many of these replenish his power or reduce damage from his enemies. Only Poison is to be avoided, as this actually reduces your power (being one of the most disgusting smelling perfumes ever produced as I'm sure you'll agree).

After trolling around outside for a while, you enter an enormous castle, full of dank and perilous halls, and bats that you must kill to evade. If you can fight your way through this, there's the standard mega-nasty waiting for you at the end – get past it and you've completed level one. In all there are six levels, each made up of an indoor and an outdoor scene – and all of them have screens by the billion. Not surprisingly, then, we're talking serious multiloads here.

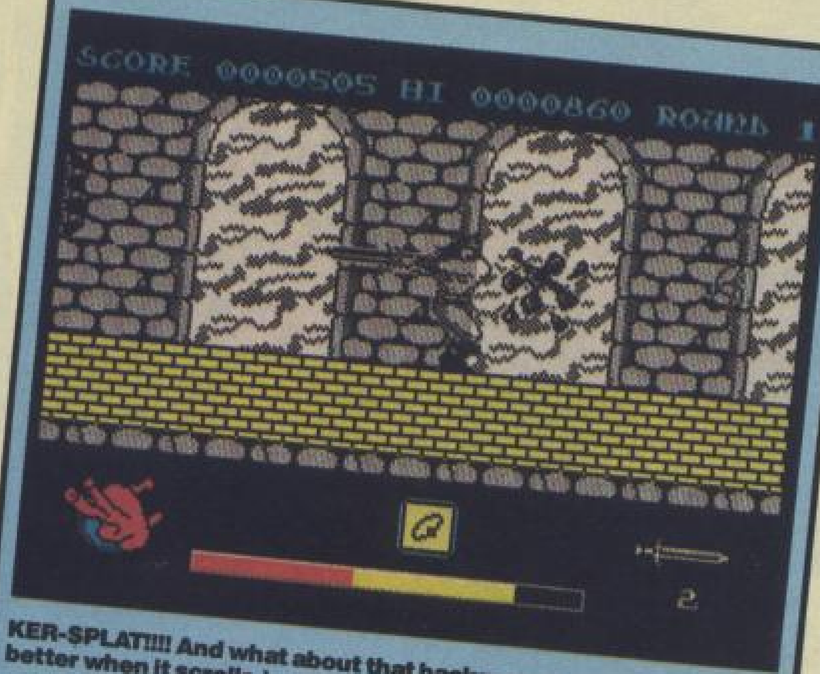
There's loads to see (as well as LOADs) along the way. Sometimes you'll have a choice of routes to take – assuming you see the hole in time and have the wherewithal *(Where? Ed) (With all. The Rest)* to jump over it. Occasionally you'll be able to pick up whizzier weapons to do your slicing with – but these only last for a while and then you're back with the bog-standard sword. The course is relatively straightforward, but the scenery's great and there's too much fighting for you to worry a great deal about what else is going on.

So, another spanker from Imagine – though it's been a while coming (it was due for release well before Christmas). *Rastan* will hardly stretch the brain cells, but you'd have to get up very early in the morning to come up with a better swipe 'n' slash gorefeast. You'll be an offal fool if you miss it!

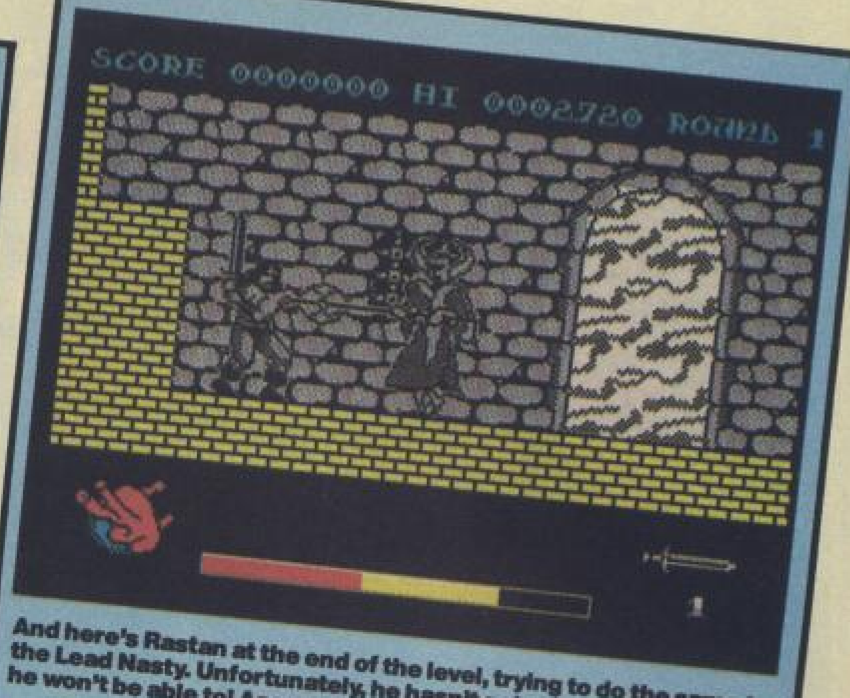
FAX BOX

Game	Rastan
Publisher	Imagine
Damage	£7.95
Converted by	Icon Design

ILLUSTRATION: SIMON DEWEY



KER-SPLAT!!!! And what about that background, eh? (It's even better when it scrolls.)



And here's Rastan at the end of the level, trying to do the same to the Lead Nasty. Unfortunately, he hasn't got any extra powers, so he won't be able to! Aaaaaaah.

SWIPE! SPLAT! SPLOOSH!

Yes, the blood flows when Rastan's around. Not a great conversationalist, of course, but then has anyone ever got close enough to have a conversation with him?

"Hullo clouds! Hullo sky!" Shaddup, Fotherington-Thomas, you are utterly wet and a weed. But worra nice pattern, don't you think, and it scrolls across quite beautifully. A feast for the peepers.

These porky little chaps do more than nibble your ankles, but to wipe them out you'll have to come down to their level —otherwise you just slash about above their piggy snouts *(You rang? Phil)*.

Go on, 'ave an 'eart. Yes, Rastan's merry little pumper goes on pulsating as long as he's alive, but the hotter the situation the faster it'll go. When it's throbbing away like a 3-litre engine, you'll know you're about to keel over and peg out. Tasteful huh?

Yes, it's the energy bar, serving out of hours as usual. Touch virtually anything in this game, and the bar will go down. Funny, that.



More muscles than Arnie Schwarzenegger! More flesh than a hippopotamus! Smaller briefs than Maria Tittaker! A bigger weapon than



Very much a bridge over troubled water, this 'un, 'cos if you touch the old H_2O, you'll get more than just wet, matey —you'll be seriously deceased!

Watch out for the odd hole in this rock —'cos down each one is a subterranean cavern with fewer nasties to deal with and a spanky big axe (or similar) to collect. So don't demur at pot-holing (fnar)!

This is where the icons are displayed, and what a tasty lot they are. Study the table for further info.

ICONOGRAPHY

These are the icons you can collect from slashed up demons – but don't waste them, as they don't last for ever!



SHIELD – Reduces damage. Not by much, admittedly, but who's complaining?



MANTLE – Now this is more like it – this natty little number reduces damage by half.



ARMOUR – Doesn't last long, but while it does you're totally invulnerable. So slash away to your heart's content.



RING – Looks harmless enough, but this should give a little more oomph to your weapon, er, your slashing, er, oh, I give up.



NECKLACE – Doubles the points you get for every nasty you get. Make sure you stay alive to take full advantage.



ROD – It'th a mythtery, it'th a mythtery! The only time I ever got it, I found myself firing little energy bolts at everyone…


SPECTRUM CASS £7.95
COMMODORE CASS £8.95
GUTZ
SPECIAL FX
BY
ocean
A ~~DREAM~~ NIGHTMARE COME TRUE!
YOU HAVE BEEN SWALLOWED! EATEN ALIVE BY AN EXTREMELY HUNGRY, TEN MILLION TONNE MEGA-BEING THE SIZE OF THE MOON, ON A JOURNEY TO EARTH FOR ITS MAIN COURSE!
NOW TRAPPED WITHIN THIS RAVENOUS MONSTER FIGHT ITS ANTIBODIES TO GAIN ACCESS TO THE MAIN FUNCTIONS IN ORDER TO SHUT THEM DOWN – AND THAT'S NOT EASY! THEN BUILD A SPECIAL WEAPON, BREACH THE DEFENSIVE DOORS . . . JUST FOR STARTERS!
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

WIN! WIN! WIN! A Complete Basketball Kit and Pro Basketball PLUS 50 copies of Epyx's *Street Sports Basketball.*

BASKET case

YS COMPO

Dubba, dubba, dubba, dubba. "Good attack, but Longstreak dribbles past Tallboy without a pause..." Dubba, dubba, dubba, swish. "A long pass..." Slap, dubba, dubba, swish. "And on into the basket area..." Slap, dubba, dubba, dubba, dubba, grunt, oof! "It's there! What a stupendous basket! And the crowd goes mad..." Rrrroooaaaarrrr!

Well, the little man and his dog in front of the chip shop went mad, anyway. You don't get many people watching Street Basketball, y'see, on account of there not being much room on the pavement. Still, if you really want an audience, you could get some chums round and enjoy a game of Epyx's new *Street Sports Basketball*. It's the swingingest thing since nylon shorts (crackle, yowch!) and a bozzy basketball simulator to boot. And the best thing of all is that in this fab *YS*/ Epyx compo you stand to win one of 50 copies of this brand spanking new game, and that's only the second prize! (Air of tension.) Yes, sports fans, the star prize is a complete basketball kit, with a vest, shorts, socks, and basketball boots, plus a pro quality basketball! Yeah, and a copy of the game as well! Wow! Dubba, dubba! Interested? You bet you are, kiddo.

Rules

- Any Dennis Publishing or Epyx players caught fouling in this game will get an egg on their face.
- Get all your baskets in by April 30th 1988, or you'll hear the final whistle.
- When the Ed says "Time Out", it's Time Out, and no squabbling.

HOW TO WIN

What have you got to do? Winning these super prizes is a piece of cake... well, it's more of a spot the ball, actually. We've taken a piccy of this dynamic team playing a game of basketball, but the snag is we've very carefully (by a closely guarded and fiendishly clever scientific process) removed all trace of the ball. To win the spondicious first prize, all you've got to do is draw a cross where you think the ball is! Think you can do that? Thought so.

Okay, so do the biz, snip out the coupon and send it to: Dubba Dubba Dubba Dubba Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



PHOTOGRAPHY: TONY SLEEP

Small, Medium or Large .... Waist Size .... Shoe Size ....

Name ....

Address ....

....

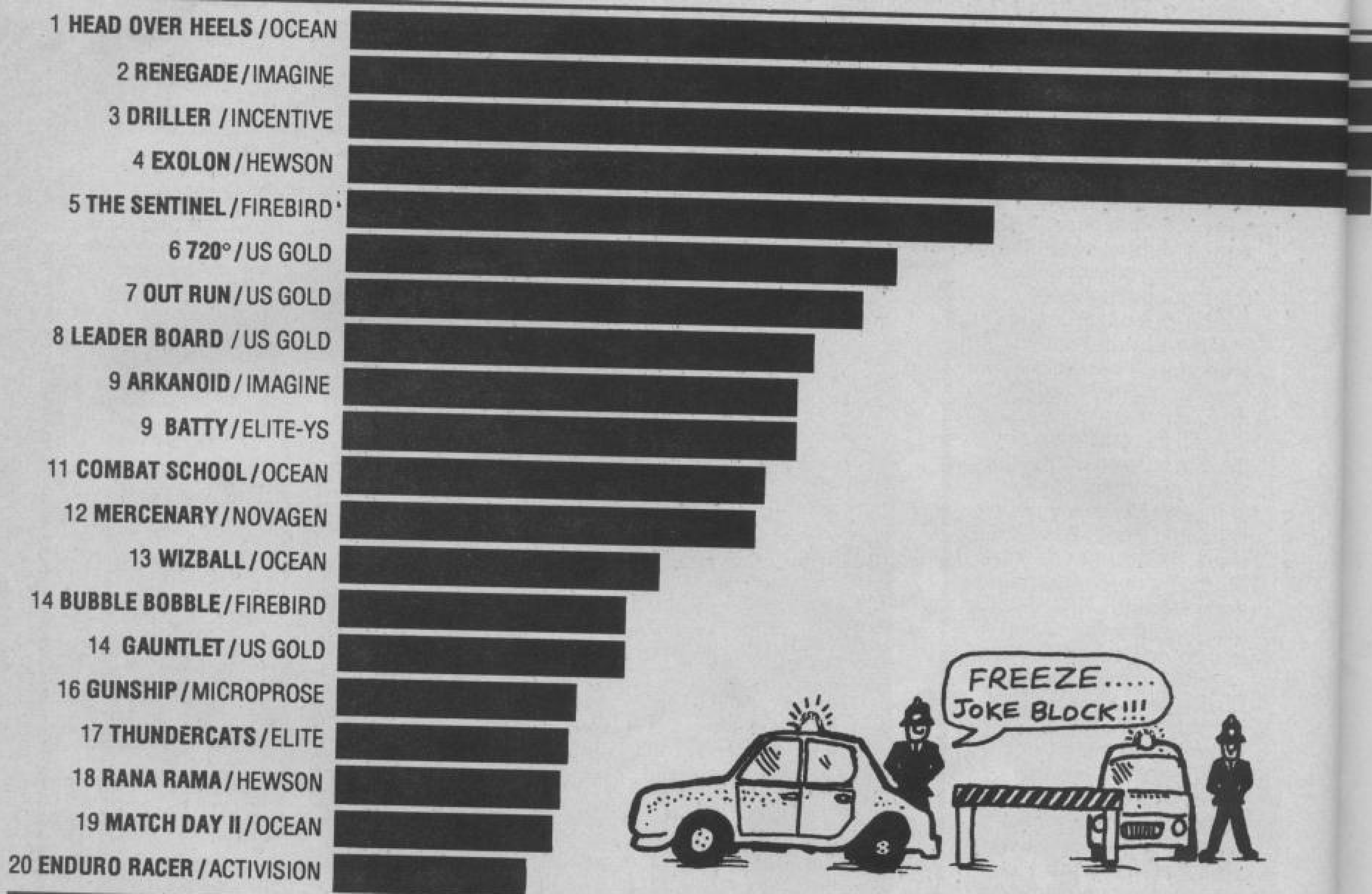
.... Postcode ....

Daytime Telephone ....

TIE-BREAKER: How many times have we said the word 'basketball' (including that one) on this page? ....

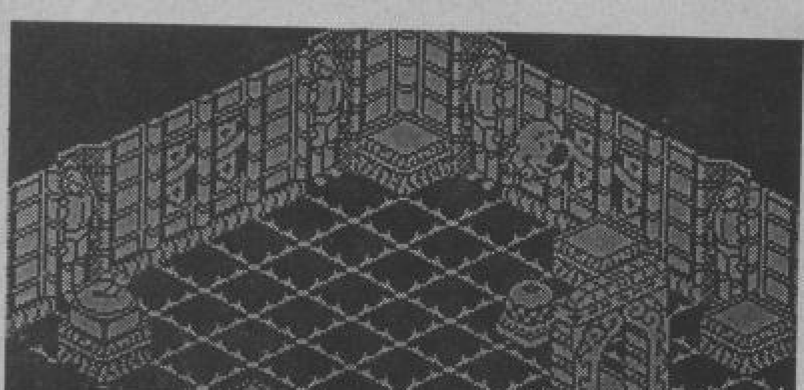
~ Game of the Year ~

We told you what we thought, and asked you what you thought, and oddly enough you thought roughly what we thought. Well, great minds think alike, don't they? Slide rule at the ready, *Dr Berkmann* analyses the results...



HEAD OVER HEELS (Ocean)

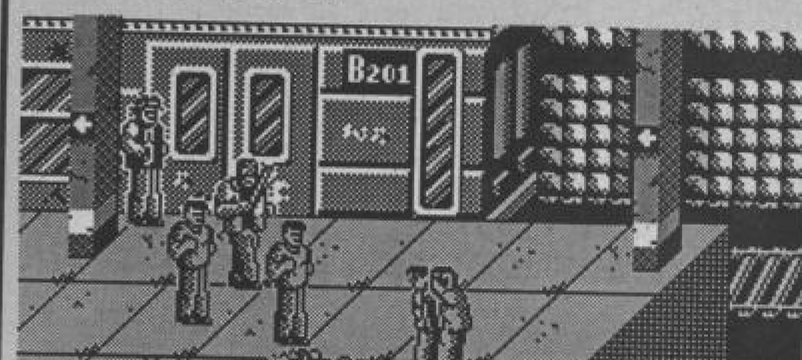
Reviewed June '87



Possibly the slickest and most addictive arcade adventure ever seen on the Spectrum, the sort of game that keeps even hardened reviewers coming back months after they first tackled it. Can we persuade Jon and Bertie to write another one? Oh come on guys...

RENEGADE (Ocean)

Reviewed October '87



Ocean's other real killer was in a different mode — a beat 'em up which was more than just an exercise in remembering moves. It had plot, it had atmosphere, it had spanky graphics and it made Phil go all dribbly. The carpet's never really recovered...

Everybody loves to express an opinion, and when it comes to Speccy games we're a pretty opinionated bunch, aren't we? Too right. Sheaves of votes bounded through the postal system, all indicating in the most unambiguous way possible what *you* considered the best, biggest and brashest of 1987's gamesware. It was the Feb ish, you may remember, in which we invited you to send in your top three games of the year (in order), with the added incentive of 100 spanky games from the *YS* library, to be handed over to one mega-fortunate entrant drawn at random from the Editorial Sack. Could you resist it? Could you my kneecap.

We were a little surprised by the eventual winner, though. Well, yes, we'd voted Jon Ritman's *Head Over Heels* our Critic's Game Of The Year — but if only for that reason, we never expected that you'd feel the same way. But cor lumme, you did — and how.

The Crits' Top Five went as follows: 1. *Head Over Heels.* 2. *The Sentinel.* 3. *Mercenary.* 4. *Driller.* 5. *Arkanoid*. Good games all — what, we wondered, would the readers think? As soon as the first wave of entries flooded in, the result was obvious, and from there it was just a fight for second place...

So, *Head Over Heels* it was by a mile. It's an interesting list, which resembles the critics' top ten, but with a few important differences. *Exolon,* for instance — it was never a game we really went barmy about, but you thought otherwise. And the success of *Driller* was particularly satisfying both to us, (particularly Phil) and to Incentive, which invested much time and money into getting it right. What it shows, I think, is that gamers are a pretty selective lot, and what they buy and what they actually play are not necessarily the same thing. *720°*, for instance, wasn't a massive hit, but the slickness of its programming and its sheer addictiveness certainly made an impression on those who did buy it. And it may be a reflection on the mildly disappointing *Out Run* that it was no higher than seventh, even though it's now sold over 350,000 copies in all (making it the fastest selling game ever, US Gold tells us).

Biggest giggle of the chart is the ninth equal position of *Arkanoid* and *Batty,* those brick-battering twins from Ocean and Elite. I was also chuffed to see *Rana Rama* edge into the chart — surprised, too, as Steve Turner's superb *Gauntlet* variant was rather swallowed up by the many similar but inferior games that came out at about the same time. *Gauntlet* itself may have done better had not most people thought of it as a 1986 game.

Of the 20, 16 were megagames when originally reviewed by *YS*. The other four were *Batty* (well, we did put it on the cover!); *Out Run* and *Wizball,* which each got 8; and *Bubble Bobble,* which we all thought was awful and got 5. All 20, you'll notice, were full price games, and the highest budget game was in fact 35th (*BMX Simulator*). Interesting, that. Although budget games usually sell more, we clearly value the higher standards and greater depth of playability normally found in the full-price jobbies. Or perhaps we'll only pay more when we know we're going to get something good.

Minority interests didn't make a huge showing. Top adventure was *The Pawn* at 32nd, and strategy games were hardly there at all. But for me the most interesting aspect of the chart is what's *not* in it. Where are all those big games which everyone went so potty about only a few months ago? *Barbarian*? *Indiana Jones? Game Over?* Well, they're all in the top 40 (just, in two cases), but might we have expected more? Anyway, here, for your further delectation, are numbers 21 to 40 in the Game Of The Year chart . . .

21. ***Solomon's key*** (US Gold)
22. ***Jack The Nipper II*** (Gremlin)
23. ***Zynaps*** (Hewson)
24. ***Gauntlet*** (US Gold)
25. ***Nebulus*** (Hewson)
26. ***Auf Wiedersehen Monty*** (Gremlin)
27. ***Indiana Jones*** (US Gold)
    Tai-Pan (Ocean)
29. ***Xecutor*** (Ace)
30. ***Gryzor*** (Imagine)
31. ***Rampage*** (Activision)
32. ***The Pawn*** (Rainbird)
    Super Hang-On (Electric Dreams)
34. ***World Class Leaderboard*** (US Gold)
35. ***BMX Simulator*** (Code Masters)
36. ***Killed Until Dead*** (US Gold)
37. ***Starglider*** (Rainbird)
    Trantor (Go!)
39. ***Barbarian*** (Palace)
40. ***Game Over*** (Ocean)

. . . And the top companies? As follows . . .

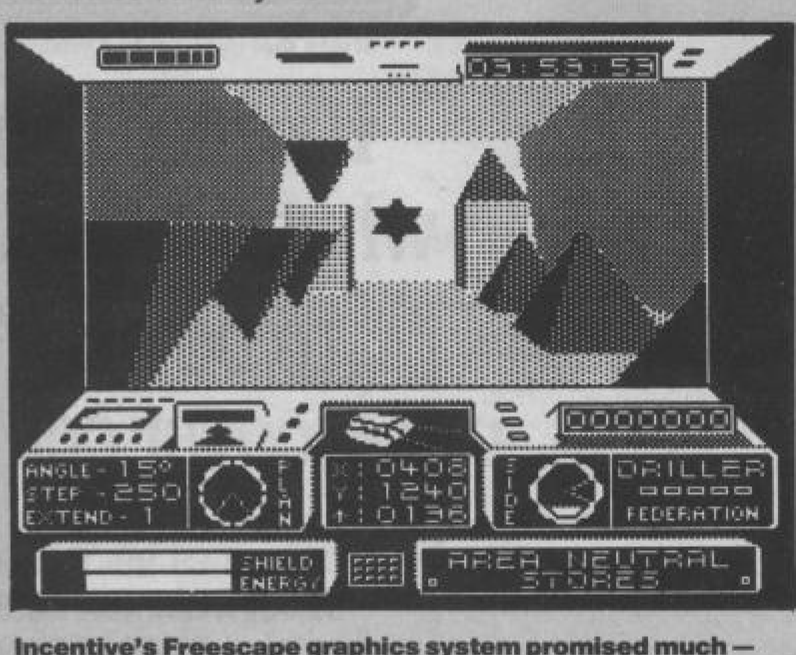
1. Ocean/Imagine
2. US Gold
3. Hewson
4. Incentive
5. Firebird

NEXT MONTH



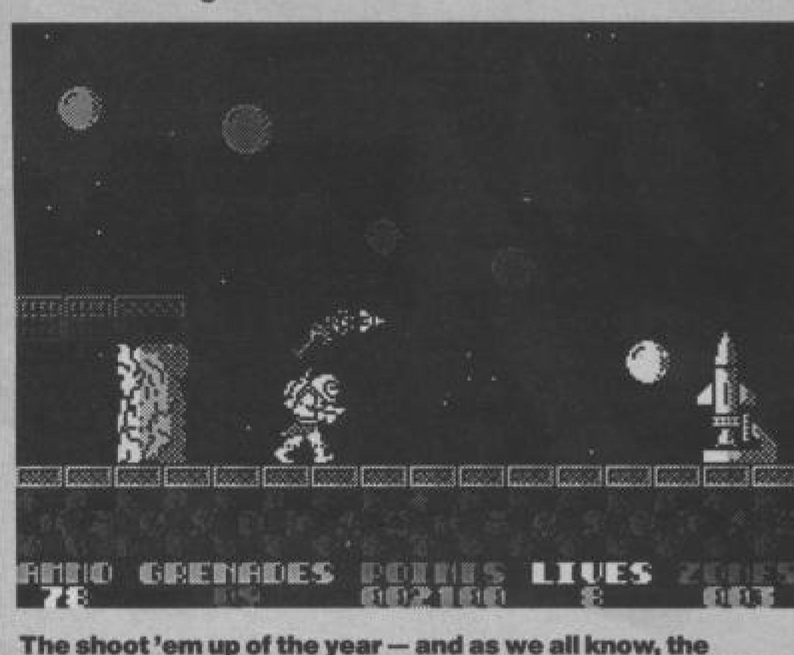
...the presentation of the winners' certificates — plus of course the winner of those 100 games. Could it be you...?

DRILLER (Incentive)
Reviewed January '88



Incentive's Freescape graphics system promised much — but none of us really expected a game to go with it. And considering its sales were not as massive as other, better marketed Christmas titles, *Driller*'s success with *YS* readers has been all the more spectacular. Here's to the sequel...

EXOLON (Hewson)
Reviewed August '87



The shoot 'em up of the year — and as we all know, the competition was fiercer than ever. Hewson's blaster was a big seller in the late summer, and its colourful style has spawned more imitators than David Coleman. How can they follow it up? (But we did say that after *Uridium*, did we not...?)

BACK ISSUES

Don't miss out. Get your back issues here.

1 **JAN '86 Games:** *Rasputin* • *Commando* • *Winter Sports* • *Sabateur.* **Features:** *Droid Wars* — A game to type in. Plus Program Power — Chopper Mission, Worm, Morse Saga.

2 **FEB '86 Games:** *The Young Ones* • *Bladerunner* • *Three Weeks In Paradise.* **Features:** Maclone • Joysticks — The ten best test • Matthew Smith interview • *Art Studio* — reviewed!

3 **MARCH '86 Games:** *V* • *Movie* • *Zoids.* **Features:** *Switcha* — Multi-tasking on the Speccy • *SpecDrum* — Cheetah's drum kit in a box • Wham! Make it big with Melbourne House's Music Box.

4 **APRIL '86 Games:** *Max Headroom* • *Skyfox* • *Lord Of The Rings.* **Features:** The new 128K Spectrum reviewed • *Dimmer Switch* — Protection for your telly • Getting the most out of *Art Studio.*

5 **MAY '86 Games:** *Batman* • *The Planets.* **Features:** Micronet — We communicate • Turbo Loader — Load in less time • Interview with the Elite programmers • Adventurers — Mike Gerrard shows you the way.

6 **JUNE '86 Games:** *Ghosts'n'Goblins* • *Way Of The Tiger* • 128K games review round-up. **Features:** *SuperColour* — Multi-coloured character squares • Hardware Bonanza — the latest Speccy add-ons.

7 **JULY '86 Games:** *Rock'n'Wrestle* • *Heavy On The Magik.* **Features:** Music hardware — Make music on your Speccy • Saga 2001 keyboard • Interview with Greg Follis and Roy Carter from Gargoyle.

8 **AUG '86 Games:** *Paperboy* • *Pyracurse* • *The Price Of Magic.* **Features:** Hardware Special — Get the most for your money • *Animator 1* — Draw your own conclusions.

9 **SEPT '86 Games:** *Miami Vice* • *Jack The Nipper* • *HiJack.* **Features:** Wild and wacky YS stickers — FREE! • It's all in the wrist action — T'zers coin-op special • *Heavy On The Magik* — Poster map.

10 **OCT '86 Games:** *The Great Escape* • *Tr…oor.* **Features:** Free Trainspo… — All the maps, hints, ti… …KEs on the latest games • … The complete hacker's guide • DIY Speccy repair.

SOLD OUT

11 **NOV '86 Games:** *Scooby Doo* • *TT Racer* • *… Dare.* **Features:** Spec… +2 exposed • *3D Game Ma…* … arcade dream • Advent… The complete clue list for the completely clueless.

SOLD OUT

12 **DEC '86 Games:** *Dandy* • *Uridium* • *WAR* • *Lightforce* • *Trailblazer* • *Dragon's Lair.* **Features:** Music — Hit that perfect beep • Reader's Survey — See what everyone else thought!

13 **JAN '87 Games:** *Space Harrier* • *Gauntlet* • *Starglider.* **Features:** Pull-out map book • Carry On Screening — T'zer's magnificent movie special • Red Box — The revolution's coming!

14 **FEB '87 Games:** *Short Circuit* • *Aliens* • *Fairlight II* • *Cobra* • *Jailbreak.* **Features:** *Gauntlet* — Complete players' guide • *Artist II* — Pick up some new arty facts • *Nosferatu* — Poster map.

15 **MARCH '87 Games:** *Auf Wiedersehen Monty* • *The Hive* • *Fist II* • *Shadow Skimmer.* **Features:** Let's Get Physical — Sports sims special • *Fairlight II* — Poster map • RamPrint reviewed.

16 **APRIL '87 Games:** *Nemesis The Warlock* • *RanaRama* • *Enduro Racer* • *Saboteur II* • *Head Over Heels* • *Leader Board.* **Features:** *Fist II* — Poster map • This is The Modem World — Get into comms.

17 **MAY '87 Games:** FREE cover mounted Ocean game — *Road Race* • *Tai Pan* • *World Games* • *Arkanoid* • *Into The Eagle's Nest* • *Dragon's Lair II.* **Features:** Stars On 45 — Interviews with Eddie Kidd and Geoff Capes.

18 **JUNE '87 Games:** *Hydrofool* • *Sentinel* • *Star Raider's II.* **Features:** FREE *F-15 Strike Eagle* poster • On The Warpath — Strategy on the Speccy • *Into The Eagle's Nest* — Poster map • Hacking For Beginners.

19 **JULY '87 Games:** *Thing Bounces Back* • *Flunky* • *Stormbringer* • *The Pawn* • Compilations round-up. **Features:** Maps — Eight page pull-out • The Spectrum +3 reviewed.

20 **AUG '87 Games:** *Challenge Of The Gobots* • *Wizball* • *Stifflip & Co* • *Killed Until Dead.* **Features:** *Indiana Jones* — FREE pull-out posters • Slots Of Fun — Coin-op arcade smashes.

21 **SEPT '87 Games:** *Jack The Nipper II* • *Game Over* • *Catch 23* • *The Living Daylights.* **Features:** FREE Jack The Nipper wobbler and giant Game Over poster • Consoles vs The Spectrum +3.



22 **OCT '87 Games:** EXCLUSIVE cover moun… …ite game — *Batty* • *Rene…* • *…eathwish III* — Poster and re… • *…ttleships* • *Athena* • *Sidew…* **…atures:** YS Tipshop — Eight pages of hints, tips and maps.

SOLD OUT

23 **NOV '87** FREE VIZ COMIC **Games:** *Wer… Of London* • *Mercenary* • *S…* …ster and preview • *Throug… …apdoor* • *Bravestarr.* **Featur…** …e Go Mad At Alton Towers.

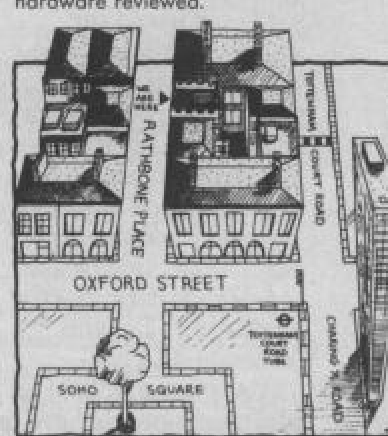
SOLD OUT

24 **DEC '87 Games:** EXCLUSIVE cover mounted Imagine game *Play For Your Life* • *Combat School* • *Outrun* • *Rampage* • *Hysteria* • *Trantor* • *Thundercats.* **Features:** Outrun poster • Spectacular Fanzine Feature. £1.70 including cover game.

25 **JAN '88 Games:** EXCLUSIVE cover mounted Monty game — *Moley Christmas* • *Gryzor* • *Masters Of The Universe* • *Deflektor* • *720°* • *Dark Sceptre* • *Driller.* **Features:** Dice With Death — board games reviewed • Eight page map booklet.

26 **FEB '88 Games:** *Platoon* *Inside Outing* • *California Games* • *Dan Dare II* • *Halo Jones.* **Features:** FREE YS badge — collect the set! • Pull-out Predator Poster • Role Playing Games reviewed

27 **MARCH '88 Games:** *Rolling Thunder* • *Bedlam* • *Flying Shark* • *Gryzor* • *Terramex.* **Features:** Pull-out *Mega Apocalypse* Poster • YS Hardware Special — the latest hardware reviewed.



Drop in and pick up a back issue.

ORDER YOUR BACK ISSUES NOW!

UK £1.20 Overseas £1.70

I enclose a cheque/postal order for £.............................. made payable to Dennis Publishing Ltd.

Name ....

Address ....

....

.... Postcode ....

Complete the form and return with payment to: *Your Sinclair* Back Issues, PO Box 320, London N21 2NB.

- ☐ 1 Jan '86
- ☐ 2 Feb '86
- ☐ 3 Mar '86
- ☐ 4 Apr '86
- ☐ 5 May '86
- ☐ 6 Jun '86
- ☐ 7 Jul '86
- ☐ 8 Aug '86
- ☐ 9 Sept '86
- ☐ 12 Dec '86
- ☐ 13 Jan '87
- ☐ 14 Feb '87
- ☐ 15 Mar '87
- ☐ 16 Apr '87
- ☐ 17 May '87*
- ☐ 18 Jun '87
- ☐ 19 Jul '87
- ☐ 20 Aug '87
- ☐ 21 Sept '87
- ☐ 24 Dec '87*
- ☐ 25 Jan '88*
- ☐ 26 Feb '88'
- ☐ 27 Mar '88'

* Comes with FREE game!

' Comes with Free YS badge!

YS ADVENTU

Arrgghh! If you don't help me I shall commit suicide." You need an agony aunt, mate, not an adventure column. Don't you know Marje Proops? Well, she does. Anyway, how can I help this distraught reader, who signs himself **Colin Y.** of Cork in Ireland? Tell him where the knife is in *Shard of Inovar.* First you XYRAL OT EDALBXYR EVIG then you XYRAL TNUOM. "If you don't give me a tip," says Colin, "I shall turn to [expletive deleted] magazine instead and desert you." Well now I have, and you can't, so there!

New to the world of Speccies as of last Christmas is **Paul Lasikiewicz** of 40 Sidlaw Ave, Parr, St Helens, Merseyside WA9 2BQ. Good old St Helens, the town where I was brung up . . . Come on you Saints, come on you Saints! Paul asks for any other local Spectrum adventurers to contact him, so drop him a line whether you're above or below Parr.

My old friend the adventuring Major also wants to hear from people, in his case from anyone who knows where he can get copies of *The Fourth Protocol* or *Village Underworld.* Write in your best handwriting please to 6 Manor Park, Norton Fitzwarren, Taunton, Somerset TA2 6SG.

Also on the lookout for adventures people have finished with is **Brian Harris**, 47 Valentines Way, Rush Green, Romford, Essex RM7 0YD. Brian would like to hear from anyone who'll swop him (or give him!) their copies of *Velnor's Lair, Spiderman, Matt Lucas* or any oldish adventures, as he's had no success in ordering them from his local software shop.

Time for a bit of hacking and POKEing now, courtesy of a reader who only ever signs himself as the **Abertillery Anagram.** The program's for *Lords Of Midnight,* and lets you (according to the Anagram) move at night, pass through monsters, and gives you access to all the characters. Stand by your keyboards please:

```
10 CLEAR 65535: POKE 23570,16
20 PRINT AT 9,6; "START TAPE"
30 LOAD ""CODE 16384
40 FOR F = 23317 TO 23335: READ A:
POKE F,A: NEXT F
50 DATA 33, 0, 0, 34, 99, 253
60 DATA 34, 148, 96, 33, 24, 62
70 DATA 34, 195, 98, 195, 117, 96
80 RANDOMISE USR 23300
```

I hope those data values are right, as Anagrams don't have very good handwriting, but if you've any queries write to 1 Morley Road, Abertillery, Gwent NP3 1TP, and the Abertillery Anagram might even have a *Doomdark* POKE for you too — if you ask nicely.

Now for someone whose name just looks like an anagram! That's **Chun How Tang** of Birmingham, who asks how to defuse the bomb in *Journey To The Centre of Eddie Smith's Head.* A quick pull of the heartstrings might have some effect, Chun.



Steve Lodey of Felixstowe has sent in some tips for people who were struggling in *Serf's Tale* recently. For *Shane Wood* he says that the nugget is south of the east end of the Hall of Mists, and you utilise the cage simply by typing GET BIRD, provided you're not carrying the rod. Advice for **Steve Gaskell**: the trident is in the Magnificent Cavern to the north of the iron door, which will need oiling before it will open. And a message to **Steven Draper** of Farnham Common who wrote to Steve about *Kentilla,* but didn't enclose sae. Write again *with* the sae and Steve will be able to help.

The rule about enclosing sae also applies when writing to me, too, but **Brian Swaff** of Ipswich can now find his question about 128K games answered on the review pages.

Bill Gough of East Cowes sends some tips on *Rigel's Revenge,* and boy do most people need 'em! Bill reckons you don't need the stun gun till part two, you don't need to enter the bungalow, and the way out of the desert is to SKCART WOLLOF. He also asks about *Time And Magik* — there should be something in the news section, but just in case it ain't: the game won't now be published by Rainbird, but it will still be out fairly soon as it's all ready to go and Level 9 is about to announce who'll be publishing it for them. In fact Pete Austin tells me it'll probably be out quicker than it would have if Rainbird had published it anyway, so you haven't suffered any real delays.

Jonathan Marshall of Ealing is having a dodgy time in *Dodgy Geezers.* He doesn't ask the usual question about what the password is to get into the club, as he says he's worked out that it must be one of two words (and he's right). The trouble is that he doesn't get a chance to give the password as no-one asks him for it, despite trying to kick the door down. All you need to do is BULC RETNE, at which point someone will stop you and ask you what the password is. Jonathan also puts in a plug for *Stifflip And Co,* which he reckons is "the most innovative adventure of the year." He's stuck near the end, unable to pick up the electric eel, but gives the following tips for those just starting the game: Stifflip gives the gun to the General, go north, the Colonel gives the wireless to Professor Braindeath, go north, Braindeath takes the hairclip, opens the wireless and puts the hairclip inside it.

Kenneth Weir of Hamilton asks about *Espionage Island,* wanting to know the command to use the torch. For that you must ELOH OTNI HCROT ENIHS. What use is the rope? KCOR A LLUP OT. What use is the woman? TUO DNIF OT SDAEB EHT REH EVIG.

Stephen Gallagher gives help on *Red Moon,* where he says that to escape from the maze where you're pushed by the Guardian, go W then SE. And in the Giant's Forge, to earn yourself 50 points try ECALKCEN TEG, PU, LLIRG TNALP, PU, ERIF TNALP. Seeking help

ILLUSTRATION: ANTHONY COLBERT

in *Eureka*, Stephen wants to know how to stop the shark killing you. I think that's a matter of vigour — you must have more than 10 points at that point to escape a jawwy death. And how to get past the porcupines in *Matt Lucas*? MEHT TA TUOHS.

Also stuck in *Eureka* is Mexborough's own **Ron White**. To get past the guard at the bunker: DI WOHS. To deal with the dinosaur: ECIWT LLITS YATS. How to deal with the robbers in Roman Times? YAW ON. And a tune to play on the harp? KCOR ESUOHLIAJ. (You should find that as an anagram elsewhere in the game).

A fousand fanks to **Andrew Sawyer** of Wilts for his solution to *Kwah!*, from which I pick out the following tit-bits: when in the mansion grounds you should say "KWAH" onto the tape recorder... it'll come in handy when you're bound and gagged later. Before you go up in the lift, be sure to have with you the yellow tube, blue flask, screwdriver, plastic card and tape recorder. The recorder comes in useful again as you can leave it running to record something in the security zone without endangering yourself.

Help of a practical nature is needed by **Robin Gear**, who has the misfortune to be a classmate of **Matthew Conway**, the boy who put the Berk in Berkshire. Robin bought a copy of *The Best Of Beyond*, a nifty bargain at only £2.99, but unfortunately (and despite what the instructions say) it's missing the keyboard overlay for *Doomdark's Revenge* and the map for *Sorderon's Shadow*. If anyone can help out, with either photocopies or originals that are no longer wanted, contact Robin at 23 Winser Drive, Reading, Berks RD6 3EG.

Some tips on *Excalibur* from **Shaun McClure**, and he should know as he did the graphics for the game! At the petrified tree: REDDAL PORP. Once across the chasm you should SGOL TEG and SGOL ENIMAXE. As for the crimson fish . . . it's exactly what it sounds like. Shaun asks about *Castle Blackstar* and wants to know what the star-shaped slot off the Dual Room is for, as the star-shaped crystal he's found won't fit it. It should do, Shaun, but sounds like you're using the wrong words. Try: MEG TRESNI.

Someone else wanting advice (is there no end to them?) is **K. Mearns** of the Junior Rates Mess at RNH Gibraltar. Gibraltar? Hang on, you should be in the International section. Oh well, I've opened the door now so you may as well come in. Sit over there in the corner and don't tell the editor. This reader's problem is that he can't get in past the gatekeeper in *Book Of The Dead* and wants me to tell him (no hints or tips, just the answer) what the watchword is. The watchword is something, that's all I shall say. Helpful, aren't I!

news

Venture forth with Mike Gerrard

The other month a little Rainbird told me that *Time And Magick*, the third of its re-packaged Level 9 trilogies, was just a mite delayed. Now a big bird in the shape of Pete Austin from Level 9, tells me instead that the trilogy will be published by someone else and soon. The same publisher will be releasing Level 9's Arthurian game *Launcelot*, in the next month or so, while *Gnome Ranger II* should be out by the summer. Pete says he hopes Level 9 will be on a steady course after that, with the release of a new game every two or three months. It's been improving its adventure system to include new commands, so that now if you tell a character to go off and do something, they'll report back to you if they were unable to carry it out and say "Sorry guv, I couldn't kill the orc as it beggared off soon as it saw me." Something like that, anyway.

Those smart alecs at Smart Egg have hatched another smart idea, to follow their *Serf's Tale*, *Rigel's Revenge* and the almost-ready *Federation* from CRL. This one's called *Plot Hatcher*, and is inspired by a certain book which we'd better not name, though it's one that deals with the memoirs of a certain someone who lives in Australia, wears corks on his hat and gets up the nostrils of our beloved Prime Minister. Could this be the first adventure game to be classified under the Official Secrets Act?

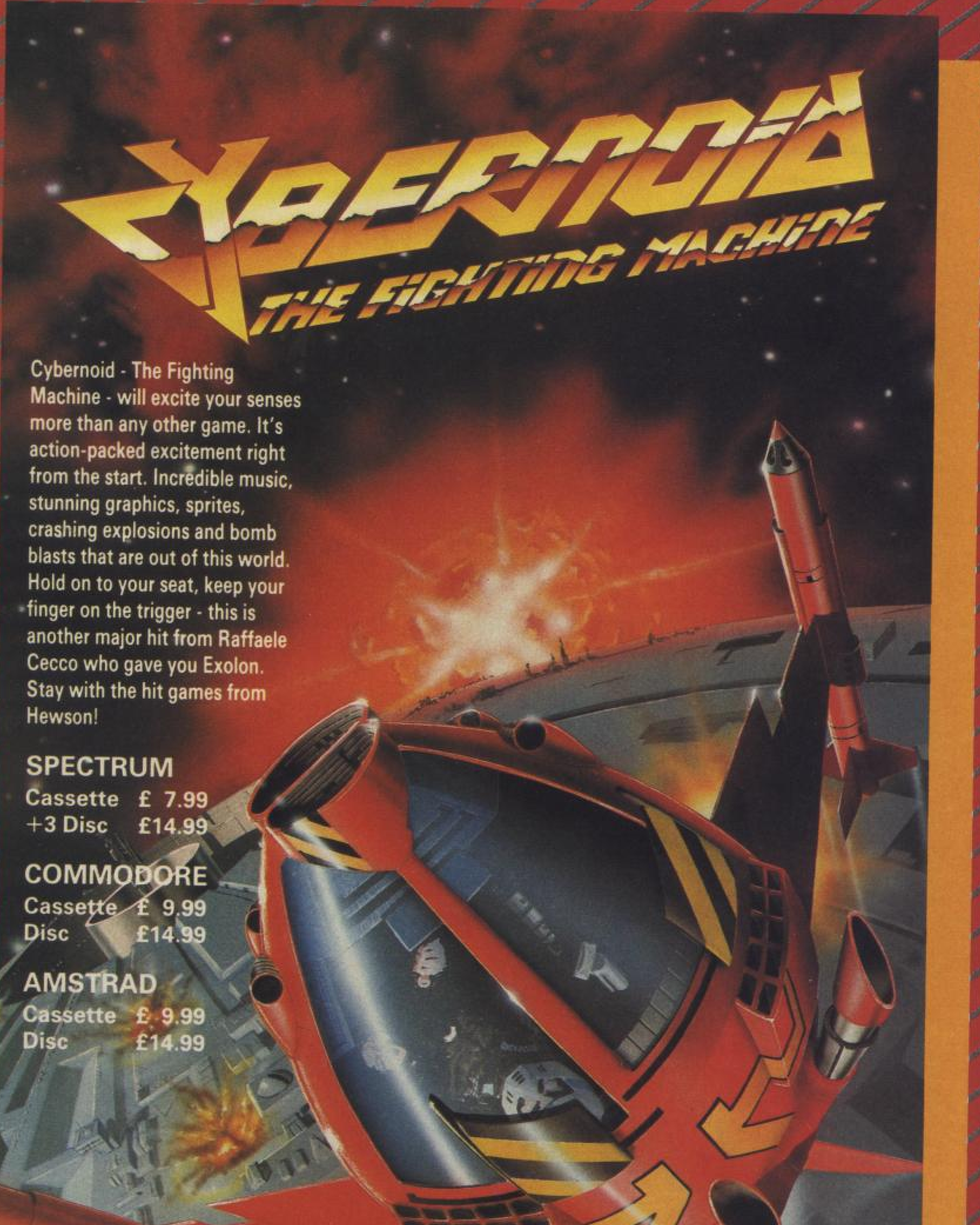
"Plot Hatcher" according to Smart Egg's Nigel Brookes, "will be the absolutely true memoirs of a British spy. Only the facts will have been changed. We're hoping to have it out on all 8-bit machines in about April, and it will have text input as well as use menus for options. We want to make it as accessible and as easy to play for as many people as possible, but still give the depth and complexity of the game that adventurers like." Look out for *Plot Hatcher* soon!

I've always believed there's a lot of talent amongst the *YS* readership and some of you who've bought the more recent adventures from the Rochdale Balrog, John Wilson, will be familiar with the excellent graphics work of Shaun McClure. I've praised Shaun's work myself, and he's done bits and pieces for various fanzines and for Alternative Software's *Excalibur*. Now he's got a chance to reach a wider audience as he's been asked to do some work for our old pals at Gremlin Graphics, and for 8th Day Software. Good for him.

When he's not graphicing, Shaun's reviewing adventures for Tony Worral's much-praised *EPROM* magazine. Well, he would be if he could get any software houses to send him review copies, which he can't despite even offering to return them (the traitor!). So adventure publishers big and small, if you want to increase your chances of getting a review and picking up a few more sales, add Shaun McClure to your mailing list at 166 Hirstgate, Mexborough, S. Yorkshire S64 0DZ.

What would a month be without news of the latest bug and parser problems? This time it's Mastertronic's *Play It Again, Sam*, where John Barnsley warns you that you'd better remember to CLOSE DRAWER in the opening location if you want to get out of there. Also later in the game, an important command that's fooling lots of people is where you need to cut the bonds with a blade. The only command accepted by the program is the peculiar CUT BONDS BLADE, it *won't* accept CUT BONDS WITH BLADE. Mastertronic strikes again.





For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

HEWSON

Hewson, Milton Park, Milton, Abingdon, Oxon OX14 4RX

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

News of a new fanzine with a healthy adventure content, according to its adventure contributor, John Docherty. It's obviously destined for success as the adventure section's going to follow similar ideas to these very pages. Well, they say imitation's the sincerest form of flattery. They do, I've heard them say it! Don't argue.

The fanzine will be called *Basic* and will consist of a quarterly magazine, open to Joe Public, plus a tape which will be reserved for club members. There'll be a Software Exchange section, and the organisers say they've had a good response from software houses about the inclusion of game demo's on the tape. Further info available from The ZX Spectrum Club, 38 Grosvenor Road, Greenock, Inverclyde, Scotland PA15 2DR.

Talking of Barnsley, will the man be living up to his initial of JR as a fast-talking, high-powered, magazine executive? Seems he was due to take over from Sandra Sharkey in March, as editor of *Soothsayer*, though Sandra will continue to publish and distribute the magazine for the time being. It'll be interesting to see what John does with the magazine.

Sandra 'Pool-Shark' Sharkey meanwhile continues to edit *Adventure Probe*, but has had to put the price up to £1.25 per issue to make sure it still pays its way. Regular readers won't mind, as it's the first price rise in yonks and *Probe*'s still one of the best adventure reads around.

Talking of Barnsley yet again, several months ago I made a joke to JR that his address sounded like a location from one of Tolkein's stories, as he lives at Merrivale Road, Rising Brook, Staffordshire. It looks like your lovable adventure columnist may have been more than usually perceptive, as local newspapers in John's area have recently been pointing out the similarities between quite a number of local landmarks and various places in Tolkein's books. John Barnsley mentions that Tolkein was in fact a Brummie ("not a lot of people know that"), and his son, Christopher Tolkein, has said that he believes his father may well have based his fantasy lands on the Staffordshire countryside.

JR sent me a photo of the old Pack Horse Bridge and it looks to me as if it has stepped right out of Tolkein.

DOUBLE AGENT

Double Agent is Tartan Software's best release yet, and definitely offers double-value. There's a free bonus in *Escape*, on the other side, while the main game allows you to control two separate characters, *Trantoss*-style, as well as offering a £50 prize to the first person to send in the shortest possible solution by 30th June, 1988.

To deal with *Escape*, it's described as "A bonus nonsense adventure just for fun," though that should be 'just for pun'. It involves you escaping from a locked cell, and took me about 10 minutes to solve, though I didn't mind as it's fun while it lasts and it was a freebie after all!

Double Agent is a different kettle of difficulty, though. The story is that your starship has been sent to the planet Marego to help overcome a rebel invading force from a dying planet. The rebels brought with them a crystal source of power which is slowly polluting Marego. Your exploration party has been killed by the rebels, save for two agents who escaped. Because of the treatment they received they're incapable of original thought or action, but their in-built communicators allow you to send them simple one or two-word commands. That's handy for an adventure game! One agent is strong but doesn't speak or read the Marego language, the other's the more intellectual type who can cope with the local lingo. They must work together to try to return with the crystal, and bring samples of rock and water for analysis.

There's a lovely loading screen by Shaun McClure, who gets everywhere these days, and then you're into the split-screen text-only game. Agent One reports on the left, "This is bleak and barren land with zilch in sight," while over on the right Agent Two says, "I am outside a building, the door of which looks rather strong and sturdy." The two agents aren't far from each other, though of course there's a barrier between them and getting them together is one of your early problems. A quick tip is to start your map for Two at the bottom of the page, and for One at the top! They do have to work together too, passing objects to each other and deciding who's to do which job.

At the foot of the screen is one line for your Command Input Console, and you keep control of one agent till you issue a movement command when control automatically switches to the other. You can switch any time you like, however, by typing '1' or '2', or stay with one agent by telling the other to WAIT. All in all it's a very nifty piece of programming by author Tom Frost — and he's even managed to squeeze a RAM save in there as well.

If publishers weren't so hell-bent on telling us we don't want text-only adventures, I'm sure this game would have no problem in finding a home with one of the bigger names, like Mastertronic or CRL. As it is, you should snap it up from Tartan. You'll not only be supporting the smaller software houses, but you'll discover how hard it is to prise fifty quid from a Scotsman.

Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title............ *Double Agent*
Price............ £3.95
Publisher...... Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT



YS ADVENTURE SPECIAL

ADVENTURES PLUS 3

Those readers who've got big ones — Spectrum +3's, I mean — and are keen on adventures have probably been wondering if the investment was worthwhile, as precious little has appeared that makes full use of the 128K available. There was *The Pawn* and...er...well you could always play *The Pawn* again. Things are looking up, though...

Make the Connection

On a practical point, if you've got a Plus 3 you'll first need to rig it up to load tapes into it. One reader wrote to say he'd bought a Plus 3 but the man in Dixons told him he wouldn't be able to use cassette games with it. Wrong!

Another adventurer, **Arthur Dark**, alias Arturo Oscuro, wrote to recommend a 'Y' adaptor made by a company called Archer and available at Tandy shops for £2.29.

For the definitive low-down, I naturally consulted our low-down Technical Editor, Phil South, who said: "Use your old lead and jiggle it about a bit." Coo, wish I had a technical brain like that. So I used my old lead and jiggled it about a bit. Then I jiggled the lead instead. And it worked...provided you didn't breathe for about the next ten minutes. Phanks, Phil, phor your technical expertise. Now for the games.

INVESTIGATIONS

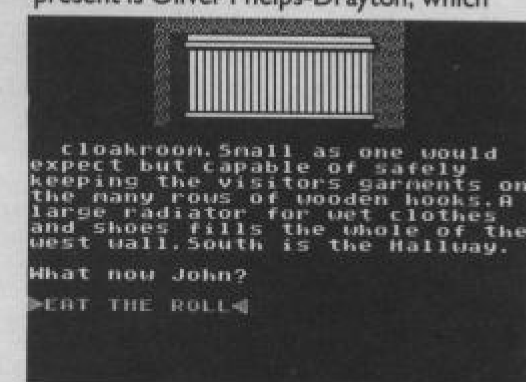
First release from a new company of four hopeful adventure-authors, including Jimmy Page. I always wondered what happened to him. Whoever did the graphics can be proud of their loading screen, and the pix throughout the game are of a decent standard too. The game itself needs tidying up a bit, but it's still worth a look.

You play Chief Detective John Shaw, and along with Detective Phillip Keen you've just been assigned to check out the murder of Lord Anthony Forbes, ex Arts Minister, at his country home Redbourne Manor. The dastardly deed was done on the night of 6 June, and as the game begins it's 7 am on the 7 and you're standing in the hall of Redbourne Manor about to investigate. Phil Keen's a Dire Straits fan, as you'll discover if you ask him to sing. None of this nonsense of sitting down and singing about gold; Phil ties a hankie round his head and is straight into *Private Investigations*.

Then you're into your own investigation. You have 14 hours to solve the case (I'm not sure why) and pressing 'T' will let you know how the time's going. There's a good wide use of other commands, such as ASK, SAY or TELL for talking to other characters, who you can also QUESTION or INTERROGATE. There's a RAMSAVE, with G used for GET/TAKE.

Lord Forbes didn't do too badly for himself, as there's a helicopter outside in the hangar — a Jetranger 206 for anyone who knows about these things. There's a Porsche in the driveway too, which rather puts your scratched Rover to shame. When you examine it though, you discover it belongs to some character called Phelps-Drayton. Who is he? And how can you tell who a car belongs to?

In the lounge is the body, lying face-down on the blood-stained carpet, and PC Fieldhouse hands you a note and a set of keys that were found on the body. Also present is Oliver Phelps-Drayton, which



clears up the mystery of the Porsche in the driveway. The note is rather strange: "Dear Anthony, I'll be *extra muros ante merinium* — June 7. STAOC TREBLA." Who Albert Coats is, and why he signs his name backwards and writes in Latin, goodness knows, which counts me out. Elsewhere there's a diary with the word ZARAB scribbled in the back, and you might also discover that one of Forbes's golf clubs is missing. Was he clubbed to death? Or did someone just putt him to sleep?

The game's let down by poor presentation and spelling mistakes. Among the howlers I spotted were: equiptment, exhibet, ammount, momment and aranged. The EXAMINE command is also used strangely, as it acts as REDESCRIBE if the object you're attempting to look at can't in fact be examined.

Despite its faults, I thought *Investigations* was a worthy attempt to do something different, and to show what can be achieved if you've got 128K and a versatile utility like *PAW*. Good value at £3.99 for a two-part game...but in future make your text as good as your graphics, Graphtext!

FAX BOX

Game	*Investigations*
Price	£3.99
Publisher	Graphtext 128, 162 Bourne Avenue, Hayes, Middlesex UB3 1QT
Mini-rating:	5/10

THE RAVEN

Those 8th Day adventurists are here again, with their usual value-for-money package. Apart from a 20-page booklet and the main game in its two 128K parts, you get two separate playable demo's of forthcoming titles (*Ardonicus III* and *The Weaver Of Her Dreams*) and a bonus program, 'How to Play Adventure Games.' New players with a 128K machine start here.

The Raven is the first of a promised series of "Detective Tales", and in this you get a chance to play Sherlock Holmes yet again. As the latest Infocom game also features a Sherlock story, there's obviously life in the old 'tec yet. And he's conveniently out of copyright, of course! (I wonder, when Holmes indulges in his notorious opium habit, does that makes him a high tec?)

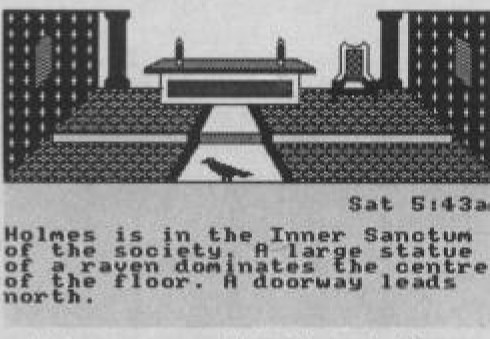
This story begins with Holmes at home in Baker Street, when the inevitable letter arrives. This one's from a Professor Vybes, known for his interest in the criminal mind, and he's invited Holmes to be present at the announcement of a remarkable new method for treating the criminally insane (though it doesn't specifically mention YS readers). The announcement is to take place at The Manor, Claxton Grove, on Friday at 7 o'clock. The letter's dated Wednesday 11, 1893, and is conveniently reprinted in the booklet.

The game is played against the clock, and you can switch between two time modes using FAST and SLOW commands. You'll really need to study the booklet as *The Raven* is a pretty complex game. FAST can be used when not much is happening, and SLOW when things get a bit chaotic, but of course you'll have to experiment first to discover which is best. The day and time are displayed on-screen, and you'll find out right at the start how things work, as you're in a bookshop just before 6 pm on Friday. If you wait around too long you see the clock tick away, till at six the proprietor politely turfs you out and locks the door so you can't get back in. But where's that cloaked stranger who entered and left the bookshop in that short space of time? If you follow him he seems to disappear in the graveyard. Is this an early glimpse of the Raven?

The game is written with *PAW* and so the parser copes with most things you can throw at it, like GET THE BLACK BOMB AND OPEN THE MATCHBOX AND GET THE MATCH THEN LIGHT THE BOMB WITH THE MATCH AND THROW THE BOMB AT THE AARDVARK THEN QUICKLY RUN WEST. You can, indeed must, talk to the other characters in the adventure, and the scale of a 128K game is shown by the fact that one of these characters has 10K set aside just for himself. To think that whole adventures have been written in less space than that!

While some adventures just look like it.

You must allow yourself half-an-hour for the cab journey to the manor, and if that sounds lengthy then bear in mind that it doesn't cost you anything! Once there you can explore the manor, though be sure not to miss the other guests and the meeting with Vybes. At the meeting Vybes produces Edgar, who he's been experimenting on and who he says he has cured of his criminal tendencies. He's very secretive about his methods — could be a case of bad Vybes, if you ask me.



Holmes can stay the night at the Manor, although a note left in his room warns him not to sleep there that night. If he makes a rendezvous somewhere creepy at midnight, he might learn something about one of the other guests. An equally creepy meeting the next morning will also help the plot to thicken.

The Raven is a game that seems to me every bit as complicated as *Sherlock*, and would have been greeted with cries of amazement if released at the same time. It shows how far Spectrum adventures have come in the last year or two, that a game as good as this now costs just £5.50 and is written on a utility that's available for anyone to use. It's far from perfect — some of the messages scroll too quickly off the screen, there's no RAMSAVE option, character interaction is the usual hit-and-miss affair, there are some spelling and punctuation mistakes and you can't switch the graphics off — as good and as quick as they are, sometimes I'd like to play without them. I could ignore the faults, however — *Sherlock* wasn't exactly perfect, was it? I'll stick my neck out and say this is better than *Sherlock* — no 128K adventurer should be without it.

FAX BOX
Game .... *The Raven*
Publisher ......Eighth Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH
Price £5.50
Mini-rating: 8/10

PAW PAUSE

The disk version of *PAW*'s just arrived from Gilsoft ((0446) 732765, which is great news for Plus 3 owners. A quick look at the differences between this and the tape version reveals that overlays will naturally now be loaded in from disk when required, either from the master disk or you can copy them onto your data disk for ease of access. You can't use the Plus 3's RAM drive as *PAW* wants it all for itself. It also wants a bit more memory from the system, so it takes away Page 7 and 4K from Page 6, but it looks to me like you could do most of your work on disk and then just switch to tape when close to finishing, if you needed to regain that extra bit of memory.

The EXTERN command won't work with Basic programs when the Plus 3's in 128K mode, but machine code routines will still be okay. You can't use the VERIFY command if working from disk, but of course you can save to tape and produce 128K games or 48K games if you like. Working on disk yourself will make everything so much easier and quicker, but there seems to be no option for using the spare disk space to produce disk-only games that are bigger than 128K. At least, not yet!

A *YS* EXCLUSIVE!

BARD GAMES

If I mention Shakespeare, how many of you will look bored? You philistines! You could be missing out on an adventuring treat, too.

A few years ago Oxford Digital produced an adventure game based on Shakespeare's *Macbeth*, a massive four-parter, but it only appeared on the Commie 64. Now an American company's getting in on the act and producing adventures based on other plays by the bard of Avon, and I've been given a sneak preview of the first of these, *Romeo And Juliet*. Female adventurers will be glad to know that you get to choose which character you play at the start of the game.

It'll be published in the UK by AvonSoft, a company specially set up to distribute the games, and for once Speccy owners…well, some Speccy owners…won't get left behind. A couple of programmers even now are busy bashing out a Spectrum version to enable a mass launch to be made across a range of machines in the summer. July is the target date, though we all know how often those dates tend to slip back.

The Spectrum version will (sob, sob) lack the mouth-watering graphics that machines like the ST can produce, and even this text-only version will be out of bounds to Plus 2 owners as the game takes up a massive 160K and needs constant disk access. I can't give too much away as I was only shown one section of the adventure, and was asked to wait for a finished version before doing a full review, but I did manage to persuade Rod Butcher of AvonSoft (thanks, Rod!) to switch on the printer while I played. The result shows you what a pathetic Romeo I made, but at least it gives you a flavour of the game's complexity.

FAX BOX
Game. ...... *Romeo And Juliet (To be or not to be?)*
Publisher. .... AvonSoft, 15 Montague Street London APR 1ST
Price £14.95
Release Date .... July/August



You are in a lane by the wall of Capulet's orchard, where the vines hang in abundance. The lane leads east and west.

> Examine wall

There's a balcony high above you.

> Climb to balcony

You're too heavy. All that pasta, you should take up jogging.

> Cheek!

I don't understand 'Cheek!'

> Wait

You wait.

Juliet comes to the balcony. "O Romeo, Romeo! Wherefore art thou Romeo?"

> Serenade Juliet

You sing three verses of 'Tie a Yellow Rose' and then several guards turn up demanding to know what you're doing singing in an orchard at this time of night. They take you to Capulet, Juliet's father.

You are in a room in Capulet's house. The door is south.

You can see: Guards, Capulet

> South

The guards won't let you. Capulet recognises you as being from the Montague family and threatens you.

> Inventory

You have a lamp, a bottle of wine, some bread, a bulging codpiece

> Say to Capulet, "Sorry"

Capulet ignores you and is about to draw his sword when Juliet enters and gazes lovingly into your eyes. Hold, she says, would you kill the man that I love, father?

Too true I would, he says. No daughter of mine is going to be seduced by a Montague. So that's what you were doing sniffing around in my orchard. He raises his sword, Juliet screams, a guard restrains her.

> Stand still

You show no fear and even rip open your shirt to bare your chest defiantly before Capulet's sword. He stares at you in amazement. That birthmark, he says. It cannot be…

> Wait

Capulet reveals a similar mark on his own chest, and tears open Juliet's clothing to show that she too possesses a birthmark just above her heaving breasts.

> Examine breasts!

As you lean across towards Juliet, her father, who was on the verge of forgiving you, instead takes his sword and smites you heavily, knocking the bottle from your grasp and the cod from your codpiece. You are dead. You scored 17% in 66 moves. Would you like to play again (Y/N)?

> Later maybe

Thanks for playing. Have a nice day.

KIND SOULS

If you're going to have one, have a big one. That's what I say, and it certainly applies to **Wyn Gravelle**'s list of adventure successes. Wyn's just waiting to answer questions at 11 Pentremeurig Road, Carmarthen, Dyfed, South Wales SA31 3ER. Hold on to your leeks, 'cos here we go (here we go, here we go): The *Wally* games, *Fairlight, Voodoo Castle, Pirate Adventure, Prehistoric Adventure, Questprobe III, Dodgy Geezers, Snowball, Seas Of Blood, Dracula, Sherlock, Spytrek, St Brides, Kobyashi Naru, Imagination, Colditz, Kayleth, Greedy Gulch, Knight's Quest, Magic Mountain, Pharoah's Tomb, 1942 Mission, Aftershock, Bored Of The Rings, Robin Of Sherlock, Colossal Cave, Adventure Quest, Dungeon Adventure, Kentilla, Lords Of Time, Mordon's Quest, Mountains Of Ket, Temple Of Vran, Final Mission, Mafia Contract, Peter Pan, Holy Grail, Robin Of Sherwood, Subsunk, Seabase Delta, Snow Queen, Spiderman, Hulk, Claymorgue Castle, Pimania, Very Big Cave, Helm, Zacaron, Terrormolinos, Golden Baton, Adventureland, Emerald Isle, Gremlins, Invincible Island, Mindshadow, Project X (Microman), Ice Station Zero, Se-Kaa, Tower Of Despair, The Castle, Erik The Viking, Feasibility Experiment, Ghost Town, Hampstead, Heroes Of Karn, Planet of Death, Inca Curse, Ship Of Doom, Espionage Island, Golden Apple, Ground Zero, Eye Of Bain, Wizard Of Akyrz, NeverEnding Story, Price Of Magik, Red Moon, Secret Mission, Valkyrie 17, Arrow Of Death I/II, Castle Colditz, Crystals Of Carus, Dark Lore, Forest At World's End, Jewels Of Babylon, Return To Ithaca, Souls Of Darkon, Sinbad, Ten Little Indians, Time Machine, Classic Adventure, Escape From Pulsar 7, Hunchback, King Arthur's Quest, Message From Andromeda, Faerie, Return To Eden, Hobbit, Temple Terror, Boggit, Urban Upstart, Circus, Waxworks, Inferno, Denis Through The Drinking Glass, Colour Of Magic, Velnor's Lair* (wizard option), *Sea Of Zirun, Woods Of Winter, Zzzz, Mindstone, Mural, Perseus And Andromeda, Bugsy, Claws Of Despair, Warlord, Castle Of Doom, El Dorado, Operation Nightingale, Odyssey of Hope* and *Eureka* (except parts three and five).

Good grief. I suggest you cut this list out and keep it and write to Wyn with your questions, then I can put my feet up for the rest of the year! I'm amazed there's room left for anyone else. But there is. Like **Mal Ellul**, 140 Bounces Road, London N9 8LB, solver of *Hobbit, Mountains Of Ket, Hulk, Invincible Island, Circus, Sinbad, Imagination, Marie Celeste, Seabase Delta.*

Okay,okay, so I missed **Deborah** and **Trevor Whitsey's** address out of the February issue. Grovels and apologies all round, especially to **Chris Sergeant**, whose phone number I lost. Am I the Manuel this month or what? Anyway, for all concerned the address is 1 Furber Court, The Arbours, Northampton NN3 3RW, and that's for help on *Planet Of Death, Velnor's Lair, Worm In Paradise, Golden Baton, Inca Curse, Hulk, Knight's Quest, Lord Of The Rings, Spiderman, Eureka* (all parts), *Sherlock, Robin Of Sherwood, Sinbad, Subsunk, Kayleth, Rebel Planet, Very Big Cave Adventure, Lords Of Midnight, St Brides, Morden's Quest, Colditz, Terraquake, Valhalla, Seabase Delta, Red Moon* and *Aztec: Hunt For The Sun God.*

I always like to hear of an adventurer with an adventurous name, such as **K. Thain** of 111 Kirkham, Biddick, Washington, Tyne and Wear NE38 7EZ. Mr or Mrs or Ms or Master or just plain Thain is prepared to be a **Kind Soul** on *Planet Of Death, Ship Of Doom, Inca Curse* and *Espionage Island.*

Mark Walker, on the other hand, lives in a very adventure-ish place, Sherwood in Nottingham. The full address is 33 Drayton Street, Sherwood, Nottingham NG5 2JR so contact Walker of Sherwood for help on *Knight's Quest, Pharoah's Tomb, Eureka, Earthbound, Classic Adventure, Vera Cruz, Kentilla, Lord Of The Rings, Alter Earth, Temple Terror, Return To Ithaca, Hexagonal Museum, A Tangled Tale, Zacaron Mystery, Shrewsbury Key, Red Lion* and *Terrors Of Trantoss*, which are just some of the games that Mark's completed.

Solution sheets are available on several adventures for just 20p to cover photocopying (and bus fare to the photocopier!) from **Richard Alexander**, 129 Woodhouse Lane, Sale, Cheshire M33 4LW: *Hobbit, Bored Of The Rings, Mafia Contract II, Seabase Delta, Circus* and *Espionage Island.* Help also available on most games, Richard says, especially *Heavy On The Magick, Heroes Of Karn* and *Lord Of The Rings.* Any tips also gratefully received for the file of adventure tips that Richard's trying to build up.

LOST SOULS

Now this first character has to be joking. Well, I know it's April and you've got to watch out for April Fools, but it wasn't April when **Philip Hancock** wrote to me asking me for help on... wait for it... *Basque Terrorists Loose In Dartford*, by a company called Infected Software! Well that doesn't surprise me, to be honest. What's more it's written by some character called Jon (without the 'H') Wilson. Are you sure this isn't an early attempt at an April Fool? Okay, I'll believe it. Hancock's spent more than half-an-hour trying to break the code in the newsagent, which he thinks he needs in order to open the safe and boost his score past the 90 percent he's clocked up so far. Any offers of help? If so, send them to 144 Charlemont Road, East Ham, London E6 4HE. And thanks to Philip for his comforting thought that 'Old adventurers never die, they just get painful Balrogs.'

Still in the great Metrollops we have **Eileen O'Keeffe**, 4 Camelot Close, Chandlers Court, Broadwater Green, London SE28. Eileen's having *Morons* trouble, like how to stop the wolves getting you, how to make the robot move, how to feed the cheese to the mouse (if you do) and any other hints and tips.

Paul Miller says he needs a good POKE, but that's his look-out. I mean, do you expect me to waste precious room in my adventure pages asking people to send you POKEs on *Commando, Indiana Jones* and *Saboteur II*? No way, José. All I'll mention is your plea for any help at all on *Valhalla*, and on adventures in general for someone new to the scene. The scene is at 10 Lansdowne Court, Old Youghal Road, Cork, Ireland. My advice to a newcomer? Buy a copy of *Six-In-One* from Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT.

"Please print this letter...I am desperate!" You must be, writing to *YS*. Pity his name isn't Dan, but Desperate **David Charlton** lives at 57 Victoria Road, Bidford-on-Avon, Nr Alcester, Warks B50 4AR and he needs help on *Sorderon's Shadow*: how to get the small object out of the well in the springs of Bagul, How to summon people and what do the magic plains do?

Jackie Holt is also desperate, but only on an adventure called *Terraform*, which no-one in the known universe seems to have solved. If you have, can you send a message from whichever far-flung galaxy you live in to Jackie Holt, 36 Eland Street, New Basford, Nottingham NG7 7DT.

Help on another less common title is wanted, this time it's *Ashkeron*, the old Mirrorsoft game. How to get past the two dragons guarding the gate? That's what **Jim Grimwood** wants to know, and if you can enlighten him then drop him a line at 86 Crawford Road, Hatfield, Herts AL10 0PE.

Mark Walker needs any help at all on *Murder At The Manor* and *Journey To The Centre Of Eddie Smith's Head*, and wonders why the villagers in *Terrors Of Trantoss* keep telling him he's forgotten something when Mark thought he'd finished the game. Help to: 33 Drayton Street, Sherwood, Nottingham NG5 2JR.

How do you get into the staff room in *Grange Hill*? That's **George Smith**'s question, and his address for any clever clogs out there who can tell him is 9a Lansdowne Drive, Rayleigh, Essex SS6 9AL.

Finally it's the wretched *Blizzard Pass* once more. Can't anyone send me a solution to this game and help me put several people out of their misery? Among the miserable is **Ruth Golding**, who describes herself and her son as 'new and green adventurers'. This strangely coloured woman lives at 11 Blackhouse Hill, Hythe, Kent CT21 5UL and would like to know: how to get back over the fissure; what to do with the holy priest; where to find the Wind Spell?

ADVENTURERS INTERNATIONAL

"Look at this," I said to Snouty, "a letter from Zambia," "Snurfle-murfle," said Snouty from behind his bean and bovril sandwich.

Ripping open the envelope, and ducking the flying beans, I read the letter: "I'm a Lost Soul. Please, someone must write back to me concerning these games: *Hobbit, Heroes Of Karn, Lords Of Time, Espionage Island, Ship Of Doom, Planet Of Death, Inca Curse.* Please could someone tell me how to cross the river in the wooden boat, how to empty the place east of the mountains and how to get past the spiders in *The Hobbit*?".

Fine, I thought, I'll just make a note of the...make a note of the...er, there's no address in here. There isn't even a name...not even a little initial. I can't even read the postmark! So dear reader from Zambia, write again, tell me where you're stuck, send an international reply coupon and most important of all, send me your name and address! And Snouty has a message for you too: "Snurfle-murfle."

What with that and my next letter, it's been an interesting post this month. This one comes from **Steven Snedker** of Denmark, and Steven sent me a jiffy bag. Nothing special about that, I get dozens of them every month, but when I opened this one up I thought 'This is a funny-shaped cassette.' The cassette was in fact a small bottle of something called Gammel Dansk, which apparently means Old Danish, an alcoholic beverage that comes in handy when you catch a cold in winter. I've desperately been trying to catch a cold ever since, so I can sample a bit of Old Danish — though I wouldn't say no to a bit of Young Danish either! Thanks for the present, Steven. Other readers please note.

Rafting problems in *Shadows Of Mordor* for **Erik 'The Viking' Sandelin**, Oxelvagen 10, 260 40 Viken, Sweden. Can anyone tell him how to cross the swamp?

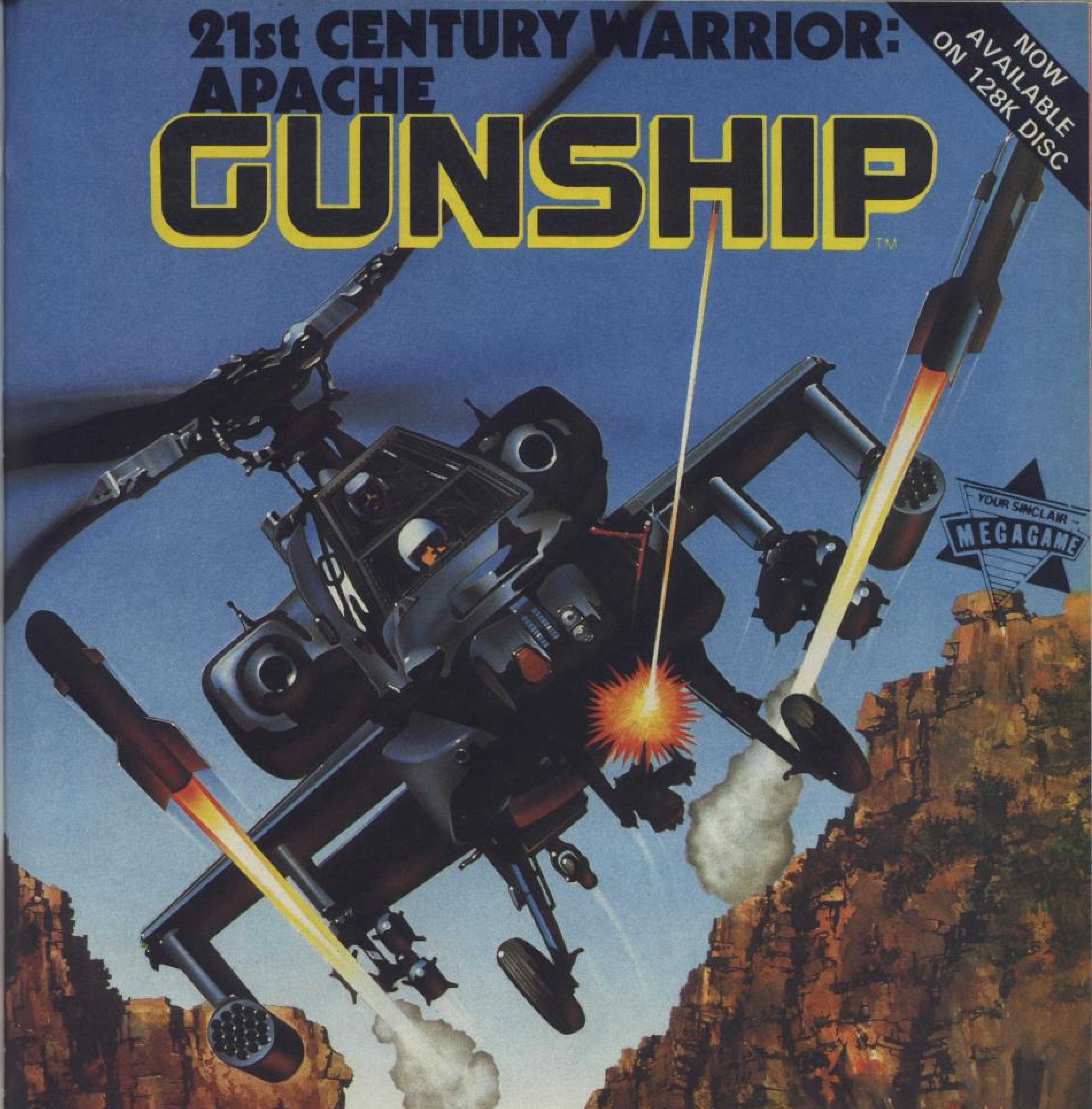
Paolo Lucchesi writes from Via Montebello 23, 57127 Livorno (Li), Italy and wants to know how to move the boulder in the graveyard in *Apache Gold.* In fact that's the last command of the game, and it's DRAH REDLUOB HSUP. For anyone needing help, especially other Italian adventurers, Paolo has solved *Planet Of Death, Inca Curse, Ship Of Doom, Espionage Island, Golden Apple, Eye of Bain, Circus, Arrow Of Death 1/2, Ten Little Indians, Feasibility Experiment, Waxworks, Time Machine, Escape From Pulsar 7, Perseus And Andromeda, Golden Baton, The Wizard Akyrz, Message From Andromeda, Jewels Of Babylon, Aftershock, Hobbit, Mindshadow* (part one), *Hulk, Spiderman, Gremlins, Robin Of Sherwood.*

A quick hello to **Nazir Ahmed** of Karachi, and I hope the help sheets have arrived safely. Nazir asked for help on *Pharoah's Tomb*, and I've now added that title to my list of freebies, along with *Imagination.* I thought I'd mention that here just to check if anyone reads this far!

I don't get much mail from places like Pakistan and Zambia, but there are obviously lots of Spectrum adventurers in Portugal. One is **Nuno Miguel Leitao**, Rua D. Dinis 11 6° B, Reboleira, 2700 Amadora, Portugal. Nuno wants help on *Questprobe III* (how to get Thing out of the pit) and in *Temple Of Terror* (how to get past the centipede). In return he'll offer help on the two adventurers he's solved, *Kwah!* and *Heavy On The Magick.* Nuno also asks for the following addresses: Level 9, PO Box 39, Weston-Super-Mare, Avon BS24 9UR, The Essential Myth, 54 Church Street, Tewkesbury, Gloucestershire GL20 5RZ and Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB.

Also from Portugal, where they tend to go in for long names and addresses, is **José António Condeixa Féria**, Bulhao Pato-14-3°D to,F., 1700 Lisboa, Portugal. José will be glad to offer help on *Hampstead, Urban Upstart, Invincible Island, Hobbit, Mad Martha 1/2, Valkyrie 17, Espionage Island, Lords Of Midnight, Doomdark's Revenge, Terrormolinos, Robin Of Sherwood, Vera Cruz Affair, Sidney Affair* and many others.

For some help on the *Sidney Affair* José says that the important objects are the locked briefcase and key with initials, wallet, diary, photo, cigarette butt, spent cartridge, fingerprints and bullet hole. If you can't find all those, go back and look again. In *The Vera Cruz Affair* the important things are the pistol, handbag and diary, cartridge, packets of Camel and Rothmans, matchbox, note, ashtray and black cotton thread. Thanks for your solutions to both of those, José, which will certainly help me help lots of other readers. *Obrigado!* Hang on. That sounded like a sneeze. I think I need some Gammel Dansk!



The Apache ... Fierce and elusive, like its warrior namesake ... Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots ... You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

GUNSHIP is available for the CBM 64/128K, Spectrum, IBM PC and Atari ST.

MICRO PROSE
SIMULATION • SOFTWARE

Please send ______________ copy/ies of Gunship CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95.
Spectrum ☐ Cassette £9.95 ☐ Disk £12.95 ☐ Further details.
Name (block capitals) ______________ Address ______________
______________ Post Code ______________
I enclose £ ______________ including 55p P+P. Cheques payable to MicroProse Software Ltd.
or debit my Access/Visa card. Expiry date ______________ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

Weighed down by a pocketful of change, *Ciarán Brennan* jingles down to the arcades to bring you back the latest on the new coin-op releases.

S·L·O·T·S O·F FUN

Okay, listen up... it looks as if we're going to go out fighting. So those of you with a weak heart had better go back to the letters page or the *Tipshop* or something, as all but one of this month's offerings require the body of Arnold Schwarzenegger, the brain of John Minson and the courage of anyone who ever went anywhere near 14 Rathbone Place.

Which brings me neatly along to asking a few questions about our society. Why do we have to have all this violence in the arcades? Why can't we have a few games that involve embroidery or flower arranging? What is this obsession that we have with shooting and kicking and proving how tough we are? Surely us games players ain't that insecure?

Maybe it keeps us off the street and out of real harm's way — or on the other hand it could be turning us all into a bunch of wide-eyed dribbling maniacs. Who can tell? Who cares? I certainly don't, I'm off to the arcade again to kick some ass...

SUPER CONTRA

There's more military action in Konami's latest, but it's a little more complicated this time. Once again there are two players fighting along a scrolling background — but this time the action is viewed side-on and the backgrounds change from vertical to horizontal.

The front end is quite spectacular, with a few animated action sequences to get you into the spirit of things. Detailed these may be, but they're not very informative. You're told that it's a year since the end of the fight against the Red Falcon Organisation (who?), but now 'the quest for freedom continues.' After all that, it's still up to you to work out what's going on.

One or two players can take part in what is a fairly straightforward case of running around and shooting people. This is quite a drain on your armoury, but extra weapons can be picked up by blasting the pods that occasionally fly overhead. Teamwork is definitely the order of the day here, as there are far too many opponents to be dealt with by a single player.



I didn't really enjoy this much as I found the joystick response a little slow and, once into the game, the graphics were far too unimaginative. Even at 20p per play I didn't find myself returning very often.

CONVERTIBILITY FACTOR: 4
Not really worth the trouble.

GUERILLA WAR

Sometimes coin-ops use remarkably long scenarios to hide a fairly basic game — and this is definitely the case with SNK's *Guerilla War*. Before you put any money in the slot a mood is created for the oncoming operation by the instructions: 'You are a guerilla soldier battling against your country's armies' — 'Free your people from the repression of the country's leader' — 'Bring forth liberation by your victory,' and so forth.

Having waded through the instructions and finally deposited some money, a Fidel Castro lookalike appears above another slogan, this time it's 'Hail the heroes of the Revolution,' which is closely followed by a short story which says 'The country is struggling against . . .' — at this stage I'm sure that you can guess the rest. By the time you've got through this lot you'll either be a hardened revolutionary or be sick of the whole thing and have moved on to the *Out Run* machine.

So after all that, what's the game like? Well, it's really not much more than another version of *Ikari Warriors* — right down to its use of swivel-topped joysticks. A couple of revolutionary types run about rescuing hostages and picking up flame-throwers and bazookas. They even jump into miniature tanks to shoot up other revolutionary types, who in turn reply with tanks and helicopters — none of which should amount to a great challenge to seasoned arcadesters.



Like most games of this type it's best played in company, but there's not enough variety built in to satisfy anyone who's cut their teeth on the original. Twenty pence is enough to start the guns roaring, and a steady supply of coins will keep the battle raging for as long as you like. I'd only recommend that you check this one out if you're a real fanatic, or if you never caught on to the original.

CONVERTIBILITY FACTOR: 5
Hardly revolutionary, but quite complex.

MR HELI



Isn't it funny that with all of the gruesome games that I have to look at this month, the best of the lot is all about conservation rather than destruction.

The story goes like this... In a far part of the universe there's a beautiful planet, well endowed with water and vegetation. However, it's been taken over by an evil dictator, Muddy, and his hordes of evil black helicopters. Because of the invaders' careless handling, the planet is now on the verge of extinction. Mr Heli takes off from earth to save the day... now read on.

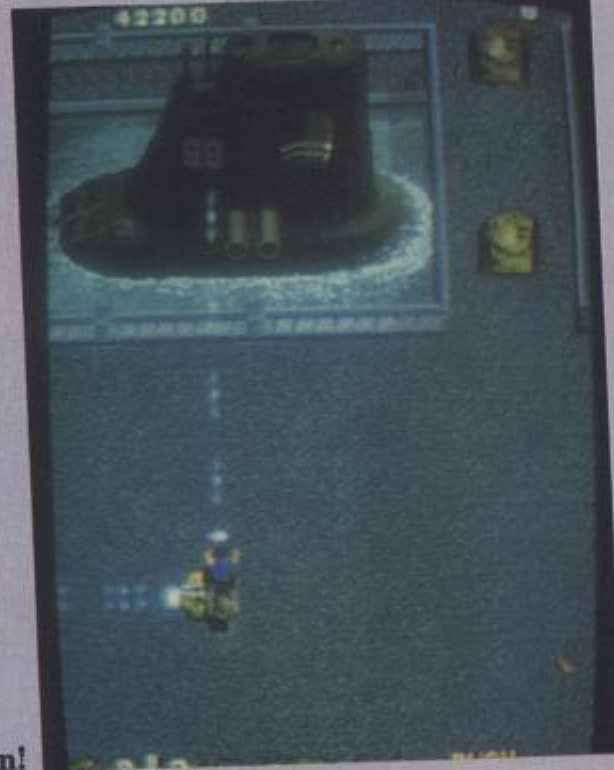
Mr Heli is a small orange helicopter who bears a strong resemblance to a goldfish with rotor blades. His mission is to work his way through six stages, getting rid of his opponents and locating and saving the all-important life crystals which have hidden themselves on the planet's surface.

As you progress through the levels, the stunning backgrounds become more and more ornate and the scrolling changes from horizontal to vertical and back again. Enemies are dispatched by use of missiles, bombs or machine-gun fire. Each crystal collected counts as cash which can be used to buy extra fuel and ammunition.

Mr Heli is a lovely little game, very imaginative and beautifully paced — and best of all, with a little practice you can go on for ages! An above average game at the usual price, which has to be seen to be believed... check it out immediately.

CONVERTABILITY FACTOR: 7
Ripe for conversion, but would probably need a multi-load.

THUNDERCADE



UAG (Un-Attached Grenadier) was the original title for this, the latest coin-op from the team that brought you *Flying Shark*. Once again released by Taito, this one's as good as its predecessor and costs a paltry 20p a turn.

The action is viewed from above what seems like a never-ending vertically scrolling battlefield. Your mission (should you choose to accept it) is to destroy the enemy's major power plant. Of course they aren't too pleased about this and send in their best men to stop you — helped along by a few million tanks, trucks and submarines.

But what do you care, you've got your motorbike... 'Wait a minute,' I hear you cry, 'that doesn't exactly sound fair — what good is a motorbike against opposition of that kind?' Don't worry, the bike is quite well armed (and picks up some rather useful sidecars along the way), and besides the enemy can hardly shoot to save their lives. Also, you can call up air-strikes when the going gets tough, and if used properly these can wipe out everything on screen (smart-bomb style).

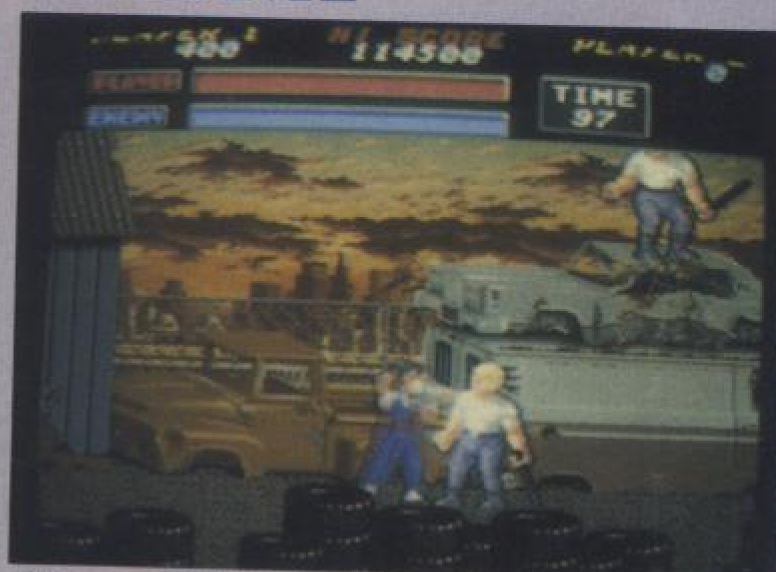
There are four levels to negotiate — city, desert, jungle and enemy base — with a major obstacle to overcome at the end of each. These range from nuclear submarines to massive gun-ships and are destroyed by finding their weak spot (just keep firing — you'll hit it eventually).

There's a two player option where you're joined by an equally awesome motorcycling buddy, and if you do manage to get shot three times, you can always continue the game by sticking another 20p in the slot before the time runs out.

Never mind the tried and trusted formula, *Thundercade* is great fun to play. The feel and difficulty are just about perfect and some of the graphics are sensational (especially the shadow of the plane passing overhead during the air-strike). Miss this at your peril.

CONVERTIBILITY FACTOR: 7
Let's hope someone does — real soon!

VIGILANTE



Getting away slightly from the military theme, but sticking with this month's violent style, the Irem corporation has come up with *Vigilante* — 'a fight 'em on the streets' game which is remarkably similar to both *Renegade* and *Double Dragon*. It's still pretty good though, with loads of big 'n beefy villains to dismember, along with crunchingly realistic sound effects which will rattle even the hardest arcadian.

The plot is a bit odd. Seemingly Madonna has been kidnapped by skinheads and it's up to you to bring her back (although I don't see why Sean Penn can't do his own dirty work!), but who really cares about the plot in a game like this anyway?

So, back to the action, the skinheads are a terrifyingly savage bunch, armed to the teeth with sticks and knives — and even an occasional gun. To begin with you've got nothing more than your fists and determination to fight them with, but there are a few weapons scattered about along the way which come in pretty handy.

The game's most notable feature is the quality of the graphics and animation. The sprites are beautifully detailed and the movement is really smooth and varied — with careful use of the three buttons and joystick, you can defeat hordes of bullies without ever having to repeat yourself. Like most of this month's offerings this one doesn't offer anything new, but it's still well worth 20p a go.

CONVERTIBILITY FACTOR: 8
Should beat a quick path to the Spectrum.

SHINOBI



We could hardly go through a month of beat 'em ups without including a spot of martial arts action, and sure enough Sega fills this vacancy with a one or two player 'rescue the hostages while beating the living daylights out of everyone in sight' game.

Once again you've seen it all before. Running along a split-level corridor, you run into all manner of nasties who must be punched, kicked, shot or avoided. The one real difference in this game is the smart bomb effect which is activated by pressing two of the three buttons and pushing the joystick sideways. This releases a flurry of deadly ninja's who bounce around the screen and kill everything that gets in their way — spectacular isn't the word.

There are three missions to complete before the evil terrorists are defeated, and between these there's a sort of shooting gallery section where, by use of a ready supply of suriken stars, you attempt to wipe out vast amounts of almost stationary ninjas.

I found this one a little difficult to get to grips with, as the enemy is too numerous and too well armed, but I'm sure that there are a few of you out there who have been gasping for a challenge like this, and if this is the case I'd advise you to have a look for yourself.

CONVERTIBILITY FACTOR: 6
Possible — but once again we've seen it all before.

ARCADE NEWS

Next month sees the release of what looks like a couple of stormers which should bring you all flocking into the arcades.

First up is Taito's *Ninjawarriors*, a larger-than-life combat game played across a double screen. Although possibly only good as a two player 'head to head' game, it looks as though it will be fairly spectacular. We'll keep you posted.

In a slightly different vein is *Heavy Barrel* from Data East. Played against the background of a futuristic factory, there are lots of nasties to dispose of and plenty of high-tech weapons to do it with. Once again we'll be bringing you a full report next month.

Finally, there's *Top Speed* from Taito — a sort of *Out Run* on valium. Take a spin in this if you're the type who prefers to travel by Reliant Robin. Otherwise . . .

Right then, that's it for another month. And remember kids, this is all only make believe, so for Cliff's sake don't try any of these moves on your granny . . . okay?

WARPATH ON THE

Away with your ether and Elastoplast! *Owen & Audrey Bishop* are here once more to soothe your fevered brows and relieve you of your wargame worries.

A weeping and a wailing and a gnashing of teeth this month from two readers who are getting a bit sick of the way the software houses are treating the one-two-eighters. "The 128K Spectrums have been here for months now, but we still don't get strategy games that use all that extra memory," complains **Philip Chesterman** of Runcorn. On the same theme, another macro-Specto-maniac (MSM for short) adds "It's time all the 48K owners turned in their clapped-out machines for a 128K model. Then perhaps the software people would program for 128K as standard." You've got a good idea there, **Tom Morgan** (of no known abode — write in with your address if you're really pining for one of our lovely *YS* badges).

Looking back over the past year's strategy games, we've not come across any that could be classed as a *YS* megagame. For some (too many) we say 'Nice graphics — pity about the game.' For others, 'Nice game but gruesome graphics.' To be fair, the programmers are cramming as much as possible into 48K (and, programmers please note, if we *have* to choose, we'd rather have a good game than fancy graphics). But they are ignoring the 128's massive extra memory which would let it run super strategy games and with great graphics too. They might cost more — but wouldn't you pay the extra? Board war games cost from £15 to £25 each. A machine specific 128K game would probably cost as much — would *you* pay that for a game that really made your 128K work for you? Remember, if you pay peanuts, you get monkeys!

Anyway, let's hear from you, all you MSMs. Write to A&O, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh yes, and how many 48K owners out there would upgrade to 128K if they knew they'd be able to run better software on the bigger machine? Let's hear from the micro-Specto-maniacs too!

TIP-TOP TACTICAL TEN

Which is your favourite strategy (or tactical) game? In fact which are your four top favourites? Use the form below to let us know which games you like best and why. We'll publish the names of readers who send in the most interesting or amusing reasons (as long as they get past the censor!), and use your replies to make out a chart of *YS* readers Tip-Top Tactical Ten. AND — wait for it — Yes! it's really true — we'll give one of the latest strategy software hits to the reader who sends in the four top programs in the same order as the chart, using the best 'reason' as a tie-breaker.

To: A&O (TTTT), *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.
My favourite strategy game is

1. ....

My reason for thinking it the best is (not more than 12 words):

....

....

Other favourites are

2. ....

3. ....

4. ....

Signed ....

Name and address in block capitals, please:

....

....

....

....

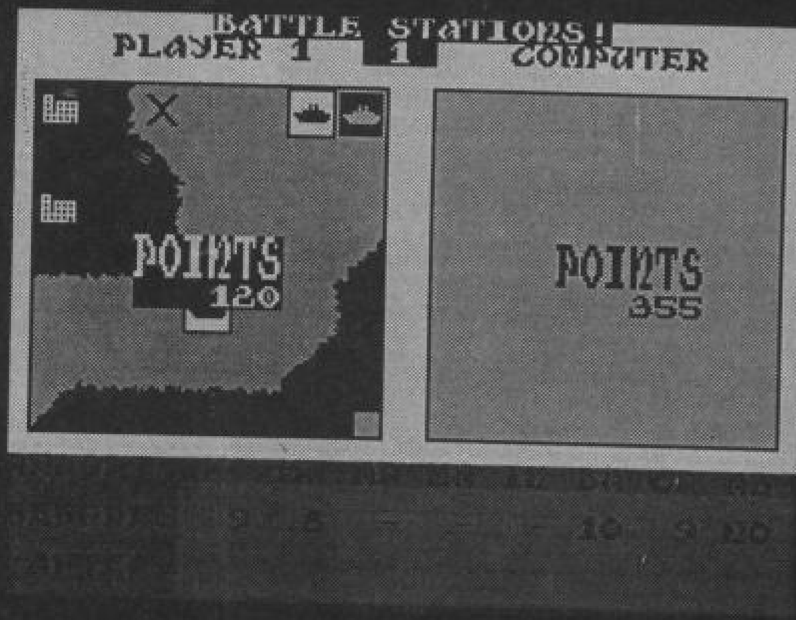
All replies to reach us by April 30th please.

WORLD W

Lothlorien/£7.95

We hated this game at first, but after playing it for a while we quite enjoyed it. The main trouble is that the instruction sheet is mingy and parts of it are totally incorrect. There are lots of mistakes in the table of control keys for example, so redefine the Keys before playing.

The game is a contest at 'strategic' (large-scale) and 'tactical' (small-scale) levels. That's not the *real* difference between strategy and tactics, but never mind! You play against the computer, commanding either the Central powers (Germany and her allies) or the Entente powers (Britain, France, and their allies) or two people take one side each. You each have your own end of the keyboard and both play at the same time. Each player's map scrolls independently, and both maps are on the screen at once, so you can each see the other's map and find out what they're up to. With computer play, you have only your own map. A panel shows your unit strengths, morale, ammo and so on but, as the fight is fast and furious and so much depends on keeping your eyes on the maps, these figures don't help you much. A small-scale map of the whole area can be displayed in case you get lost.



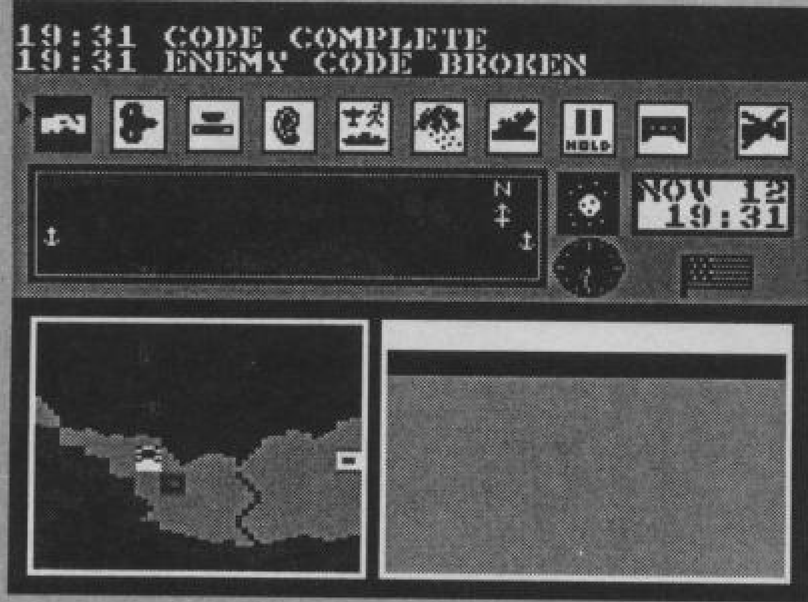
GUADALCANAL

Activision/£9.99

Guadalcanal Island marked the southernmost limit of the Japanese advance in the Pacific, where both sides suffered mega-losses in men and warships as they struggled for supremacy on and around this vital island. Fortunately, the US and its allies were better able than the Japanese to cope with the devastation and Guadalcanal was finally won by the US.

Such is the scenario of Activision's latest strategy game *Guadalcanal*, a one-player game in which you command either the US or Japanese forces on land, on sea and in the air, using an icon-based control system

Presentation is first-class. The manual is concise, clear, full of helpful detail and info — just what you would hope a manual would be like. The screen graphics are among the best we have seen. They give you all the information you need about what's going on out there. The top half of the screen shows a large-scale Strategic Map of the whole battle area. Above this is a row of 10 control icons, a digital clock with date, an analogue clock (i.e. one with hands), a time-of-day indicator (dawn, daytime, dusk and night), and a flag to show which side you are commanding.



The lower half of the screen shows a large-scale scrolling Battle Map on which you can identify the units in more detail. Further information is shown in an area to the right of this, where all control operations are handled. Across the very top of the screen you see incoming radio messages, keeping you up-to-date on events Pacific-wide. Plenty to look at, plenty to think about.

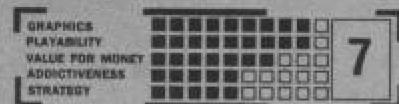
The manual says 'The clock NEVER stops,' which sounds ominous, but is nothing to worry about. Game time passes six times faster than real time but, as we are dealing mainly with warships ploughing (or should it be 'plowing' for the Yanks?) their way across miles and miles of Pacific, you'll have plenty of time to deal with everything.

If you want a quick shoot-out, this game is not for you. If you like to think, plan and reason, you will enjoy it. For example, supply is a very important feature of the game. Every item of supplies and all reinforcing troops have to be brought to the island by sea. Your supply ships must be kept busy or your gunners will soon have no ammo (or no guns), their morale will drop because of food shortages, and they will begin to die from malaria (which, at some stages of the real battle, was more deadly than the enemy).

This is a game with lots to think about — plenty of *depth* — but not enough *width*. By that we mean that there are not enough land and sea units to allow flexible and interesting strategies to be tried, and there is only one supply Task Force, which means long supply-less gaps while it returns to the supply ports to re-load. Pity we couldn't have had an enhanced 128K version!

Overall *Guadalcanal* is a game of really ingenious detailed simulation, and certainly captures the atmosphere of suspense as you send out your scouts and spotting planes to look for approaching enemy forces.

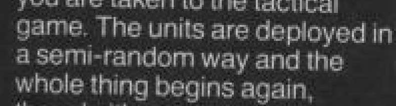
Disappointingly, it lacks the fury of a major WW2 conflict, which Guadalcanal most certainly was.



WAR 1

Your main activity is to rush the cursor around your map, ordering your units to move or fire. This is easy to do, provided that you are nimble on the keys. The units then move and fire of their own accord until they are eliminated or have exhausted their ammo. Just keep them all at it, if you want to win! Units (which include naval units) differ in fighting capabilities and their movement options depend on terrain. So there is a certain amount of tactical interest in the game, but the pace is such that you do not have that much time to think about it.

At certain times during the strategic level play, the message 'Battle Stations!' appears and you are taken to the tactical game. The units are deployed in a semi-random way and the whole thing begins again, though it's now on a smaller scale. There's no resemblance to any historical World War I battle. In fact, the game has none of the atmosphere of trenches, mud and attrition, so it's definitely not a game for the purist. As a wargame, it's like playing on the floor with toy soldiers and a few cannons that shoot match-sticks. If that's what you like, you'll find this game really good fun.



TIMEFAX

Would *you* like to travel in time? Tell us which period or which battle you like best. Send us a small photo of yourself, and we'll put you in Timefax, right where the action is. We can't promise to star you among the Famous Generals (except possibly our recent correspondent David 'Nuclear' Nangle, who's obviously next-in-line for CINCNALANT), but we'll do our best to feature you in your own personal Timefax.



ILLUSTRATION: JOHN ERASMUS

LOOK!

ONLY £15

YS SUBSCRIPTIONS



For fifteen quid you get 12 issues of the hottest Spectrum mag around. *Your Sinclair* bulges from cover to cover with:

* Up to the minute games reviews, all in colour.
* Sneak previews of the latest titles.
* £1,000's of prizes every month.
* Piles of hints, tips, POKEs and maps.
* The definitive adventure section.
* Info on the newest arcade smashes.
* News on the latest films, videos, books and gizmos.
* Smart programming tips.
* Explosive posters.

Plus

FREE COVER-MOUNTED COMPLETE GAMES FROM TOP SOFTWARE HOUSES! (Remember they're only **Free!** to subscribers!)

YOU'RE COMPLETELY HATSTAND!!!!

If you don't take advantage of this amazing offer!

FREE GAME!

Choose any one of the following four Ocean/Imagine games completely free when you take out a subscription to *Your Sinclair*.



PLATOON — *Worth £9.95*
If war is hell, then so is this fabby licensed game from Ocean's Imagine label. Fight the gooks and win.

RASTAN — *Worth £7.95*
Speccy version of Sega's wangy coin-op, be a barbarian, and we don't mean the alcohol-free type.

ARKANOID II (REVENGE OF DOH) — OUT SOON! — *Worth £7.95*
More blitzing bat and ball action from Imagine. Can you take the pace or will you end up with a pacemaker?

FIREFLY — *Worth £7.95*
A brand new hyper-fast shoot 'em up that'll blast your brains out. Multi-level, smooth scrolling, strategic action on Ocean's Special FX label.

YOUR SINCLAIR SPELLS VALUE!

HERE'S WHAT THE STARS SAY:



"A danceable solution to teenage revolution." Bryan Ferry

"Time passes so much quicker with *Your Sinclair.*" Lester Piggott

"It's bad. It's bad. It's really, really, bad! Yeowww!" Michael Jackson

"Yibble, yibble, yibble!" L. Ron Hatstand

YOUR SINCLAIR SUBS

Put me out of my misery. Send me *YS* every month, starting with the .... issue.

Please tick the appropriate box:
☐ One year £15 UK
☐ One year £20 Europe and Eire
☐ One year £25 Rest of the Earth and other places in the Universe

The free Ocean/Imagine game I'd like is:

PLATOON ☐
ARKANOID II ☐
FIREFLY ☐
RASTAN ☐

Your free game will be sent separately from your first copy of *YS*. Because these are brand new games, we can't say exactly when they'll be despatched. So please be patient. Phone the Samaritans or something.

I enclose my cheque/postal order for £.......... made payable to Dennis Publishing Ltd.

☐ Please charge my Access/Visa/Amer Ex/Diners Club/ card number ....
(Delete where applicable)

Signature ....

Name ....

Address ....

.... Postcode ....

Send this completed form to:
Your Sinclair Subs, FREEPOST 7*, London W1E 4EZ. If you don't want to shred your pristine copy of *YS*, then a photocopy of the coupon will do.

*Overseas readers will have to pay postage.

SPY * *

Start End

1 1 1 1 Rate

C9999 D D M M Y Y



FAR AWAY IN A LAND WHERE TIME STOOD STILL ...
... A SUDDEN ROCK-FALL THREATENS TO KILL OUR HERO
ARGHH!!
WHERE TIME STOOD STILL
GAS
SPECTRUM 128
CASS £7.95 DISK £14.95
IBM/AMSTRAD PC + COMPATIBLES
£19.95
ATARI ST
£19.95
RRRRRRRRR!
GOOD LORD!
DANGER LOOMS EVERYWHERE!!
OH NO!! CANNIBALS
ocean

SCREEN SHOTS

PART TWO

FIRE FLY

YOUR SINCLAIR MEGAGAME

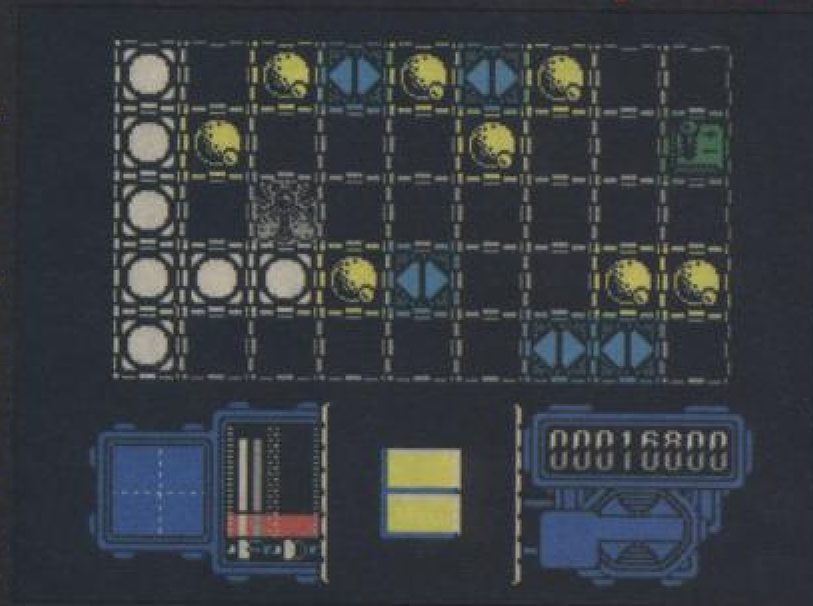
Special FX/£7.95 (£14.95 + 3 disk)

Teresa It takes one hell of a game to keep me battling away through lunchtime. So, if I tell you I'm starving hungry you'll get a fair idea of how good Special FX's new game *Firefly* is.

Firefly is basically a fast action shoot 'em up, but with a few unique additions which make the gameplay both original and exciting. You pilot the interstellar starship Firefly, on its return journey to Earth. After exploring space for several decades you've no idea of the destruction and desolation on Earth and the mechanical empire that has colonised the solar system. But it sure won't take you long to realise! So, it's up to you to destroy the Mechanoid framework, by wiping out the energy source used to keep it functioning. But, (surprise, surprise), it's not going to be easy.

When you begin the game you're shown the Mechanoid framework, which is composed of a grid representing the solar system. Your aim is to travel across the grid to the Power Source by taking control of a number of squares, each of which represent certain zones. There are three types of these zones. The first kind are already occupied by planets; so they are well protected and you cannot enter them, which means you have to plan your path carefully. The second kind are un-constructed regions, and here you can take a gamble and try to manually override the intrusion system. But most of the zones are 'Robotic Occupied Areas' and it's through these that you enter the system in the Firefly and try and win over the sector.

Once you've selected a Robotic zone, a view of the area will be shown on screen. Some zones are fairly clear of obstructions, while others are quite maze-like. Underneath the main window is a scanner which displays the zone's four main energy points that you must destroy. These are shown as fast flashing dots. Slow flashing dots depict teleporters, and you may need these to reach all four energy sources. To destroy the energy sources you must collect four excess energy units, and then enter the source to complete a test of reactions.



Welcome to the Mechanoid System Framework. Having already secured three zones (white blobs), the Firefly must move across the grid zone by zone to reach the power source (green joystick). It may look a cinch but believe me — it's not!



Cripes, I'm surrounded! The Firefly is under attack from alien craft in this robotic occupied area. At the bottom of the screen the scanner displays the area of the grid complete with energy sources and teleports. Looks like the Firefly is breaking up Capt'n.

Once all four are destroyed you have captured the zone and may then move further across the Mechanoid grid. Got all that? It sounds complicated but you soon pick it up, though actually managing to destroy a zone is a lot more tricky. There are numerous nasties around every corner waiting to go in for the kill. And if your ship experiences too much damage I'm afraid it's thankyou and goodnight!

The graphics in *Firefly* are nothing short of amazing and what's more it's fast and extremely smooth. A lot of thought has gone into the gameplay which means it's an appetising mixture of blasting, strategy and skill.

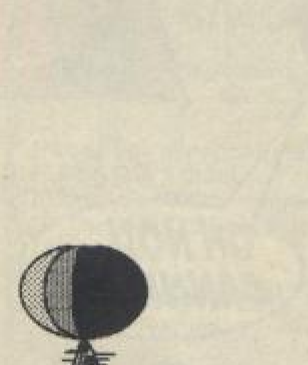
I loved it. And I s'pect you will too.

YS CLAPOMETER

A simply super shoot 'em up/strategy game that keeps you coming back for more. Don't be a dork — buy it!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

ARKANOID II REVENGE OF DOH

YOUR SINCLAIR MEGAGAME

Imagine/£7.95

Marcus *Revenge of Doh?* Doh, a deer, a female deer, Ray, a drop of golden sun…

Me, well that's very much a name I call myself, and when this sequel of sequels turned up in the office, it was the work of a moment for me to bag the reviewing chores and so settle down to a happy afternoon's brick-bashing.

Of course I'm preaching to the converted here, but the bottom line is that if you liked *Arkanoid I*, and you went a bundle for *Batty*, you'll blow a gasket at this latest variation on the *Breakout* theme. 'Cos blow me down if it isn't the best of the lot.

Okay, so you don't believe me. Well, neither did I to start off with *(Eh? Ed)* as I was originally handed a 128K version. 'Gor lumme' was my initial reaction, tempered by the realisation that they'd only be able to fit all these graphics, all this game, all this everything into the heftier Speccies. But no — the 48K one is identical, except for the music.

So, to the details. *Arkanoid II* is a remarkably true conversion of the relatively recent (in fact brand new) Taito coin-op, and it's almost as great an advance on *Arkanoid I* as that was on *Breakout* itself. There are still 33 levels, but after the first screen (and before the last screen) you have a choice of two screens for each level, making 64 brainblenders in all. The graphics are much improved, with backgrounds for every screen, extra colours, and shadows for each brick, à la *Batty*. And best of all, there are loads of jolly new capsules to keep you zipping around the screen like a camel on heat.

So as well as all the old faves — S (go slower), D (ball multiplies — fnar — and by a few more here than in the original), E (extended bat), B (warp through to the next level), C (catch the ball every time you hit it), P (extra life), and L (bat turns into a laser) — you also get R, which reduces the bat (bad news, but if you pick up another one it'll return you to normal size); G, which gives your bat a ghosting effect as it shoots across the screen, and so increasing its size for a split second every time; T, which'll give you twin bats (but be careful the ball doesn't drop between them!); M, which gives you three balls to knock around (fnar, fnar) as long as you can keep at least one in play; and SC, an addition to the Speccy version that wasn't in the coin-op, which scrolls the backgrounds up the screen, leading to watery eyes and a splitting headache if you don't get another capsule fast (like an Anadin or something). Phew! You'll need a brain the size of Colchester to remember that lot.

Moving right along here, we also have some wacky new blocks to deal with. You'll remember the silver blocks, which need two or more hits to be destroyed, and the gold ones, which are completely indestructible. Now we get blocks which move from side to side (indestructible too, I'm afraid), and blocks which re-appear a few seconds after you thought you'd seen the last of them. Fiendish!

I've not mentioned one capsule, though, which will help you sort out these obstructions. Shaped a bit like a fireball, its effect is random, but occasionally very powerful. For instance you may get an auto-fire laser — useful in the rush hour, I'd have thought. Or a sort of mega-multiply effect which gives you 20 or so balls — these will deal with all but the most cleverly hidden blocks. Then there's the equivalent of *Batty's* powerball, which crashes through and destroys everything, even the indestructible bricks. Or best of all, you can get 20 or so of these powerballs — and that's wicked!

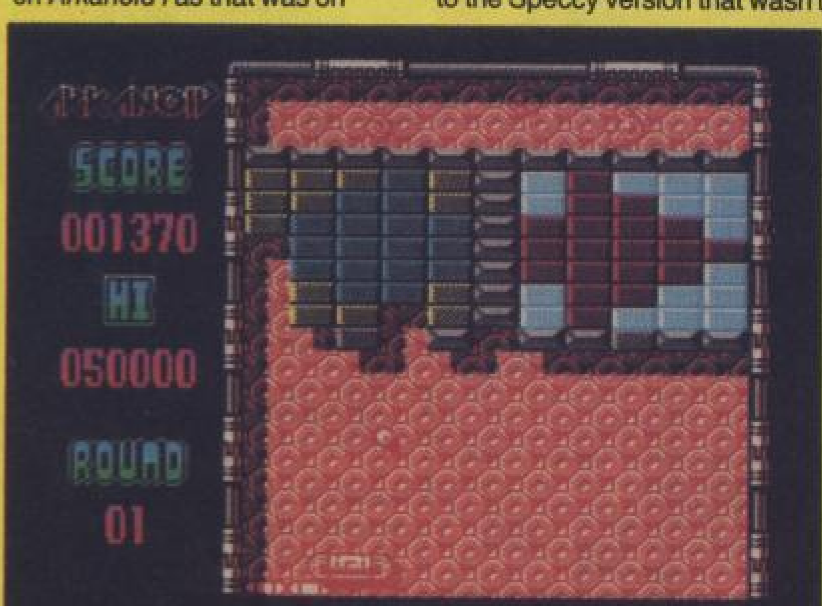
There are also bouncy nasties, which won't blow up when touched by you or the ball, but simply boing around and get in the way, and there's the … but what am I doing telling you this. Go and buy this immediately. (I can say that in the confidence that anyone misguided enough not to have liked *Ark I* will have left us by now.) *Ark II* is, I'd say, a touch easier than the original, and much easier than *Batty*, and I've already got to level 9, thanks to a few timely B capsules. But this is a winner and no mistake. Take my word for it — *Arkanoid II* will drive you *Batty!*

YS CLAPOMETER

Immensely impressive and chronically addictive sequel that takes the Arkanoid format into previously uncharted areas of excellence. A classic.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Screen one of the new version. Nice shadows, eh! And useful backgrounds too. The knobbly silver bricks are the old hit-'em-twice-and-they-naff-off style of bricks, but those two sleek silver jobbies on the bottom level are rather more fiendish and reappear a few seconds after disappearing. Smarmy beggars.



The easier of the two level three options. But it's not as simple as it looks on first sight. Those background-coloured bricks are of the mobile variety and will consistently be a thorn in your side (ouch!). And that wobbly round thing just bouncing into the left of the mobile bricks will divert your ball all over the place, often out of play.

DYNATRON MISSION

Mastertronic/£1.99

Duncan Now in this day and age, 'budget' as we all know, doesn't necessarily spell 'naffness' (no, it spells 'budget'. Haw, haw). And since the author of this game was Paul (Glass, Plexar) Hargreaves, I was expecting another budget sizzler. I didn't get one. Oh dear.

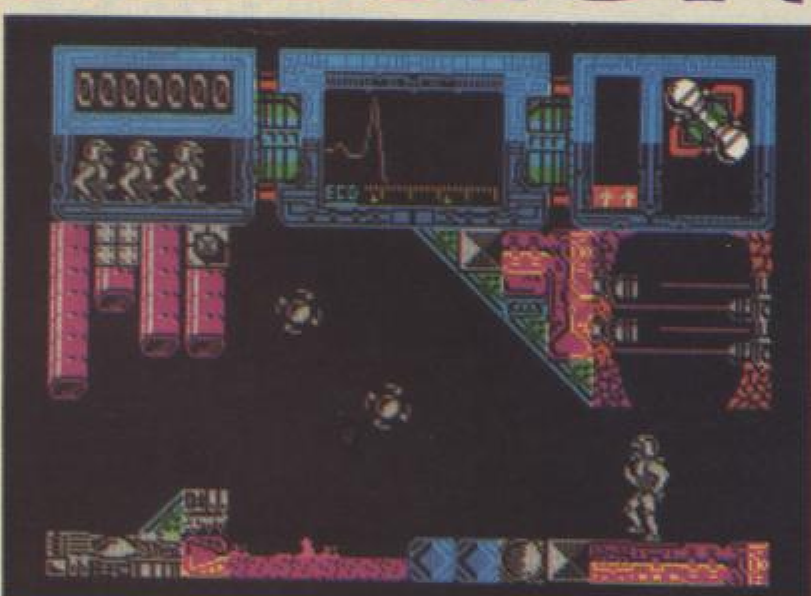
Here's the plot: "Guide the space commando through the alien complex to find and reclaim eight reactor cores while avoiding the nasties. Then escape before the automatic defence system blows you up." Okay, so many a good game has been hatched from a hackneyed scenario, but they tend to rely on slick but simple gameplay meshed with 'just one more go' addictiveness. *Dynatron* is just TOO hard (and not helped by it's slightly wibbly control response). Moving through the flick screen caverns I soon found myself unable to get any further, and let's face it, after a twentieth attempt with absolutely no progress made, one does tend to reach for the negative operational toggle (off switch). I certainly did. If this is simply down to my ineptitude then I apologise, but I don't think it is. This is the sort of game that should have an infinite lives POKE printed on the cassette inlay card. Or a warning in huge dribbly letters. So unless your wizardry with the joystick knows no bounds, steer well clear.

YS CLAPOMETER

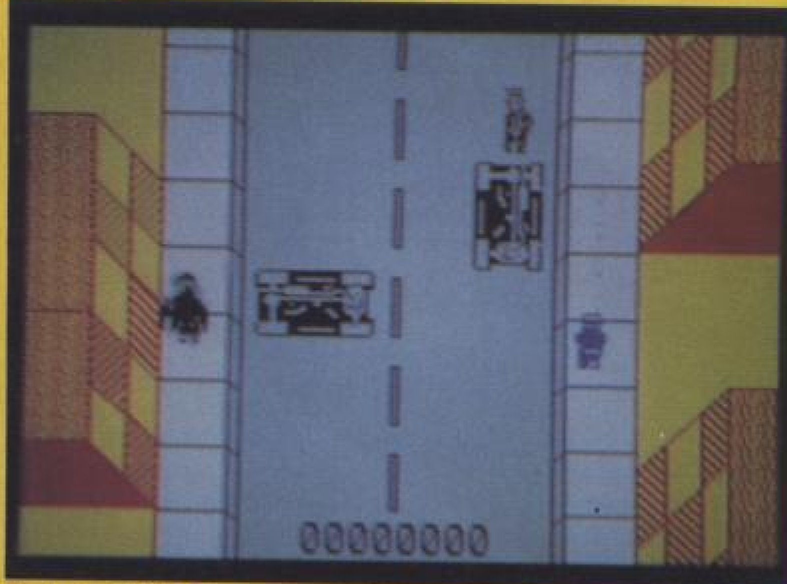
Flick screen "How do I get past that?" Game in which I came to the conclusion that I couldn't!!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5



LOS ANGELES S.W.A.T.



Mastertronic/£1.99

Nat Terrorists are on the streets, punks have taken control and LA is riddled with Commies. As usual there's only one thing to do, and this time it's a SWAT team that has to save the world, snore, drivel, bilge. The tactics are as complex as you'd expect —run up the roads, shoot everyone you see and avoid the grenades that are bunged at you by the punks.

Eh wot? Isn't this just a bit like *Commando*? And indeed, *SWAT* is as near a copy as is possible without anyone calling their lawyers. And it's not nearly as good.

I mean, look at the scrolling — or rather don't, 'cos it's slower than Seb Coe and almost as flickery. Attribute problems are everywhere, and the graphics make *Platoon* look like an Amiga. What's more, don't bother playing on the keyboard, as you'll only be able to use the cursor keys. And when you're shooting, you cannot move. This can be awkward sometimes — such as when you want to move, but can't, because if you stop shooting you'll die, or vice versa. If there is a way out, you're bound to be zapped when you press the wrong key!

Los Angeles SWAT must be just about the worst game I've ever played. Beside it, even *Kai Temple* pales into insignificance. Lemme out of here!

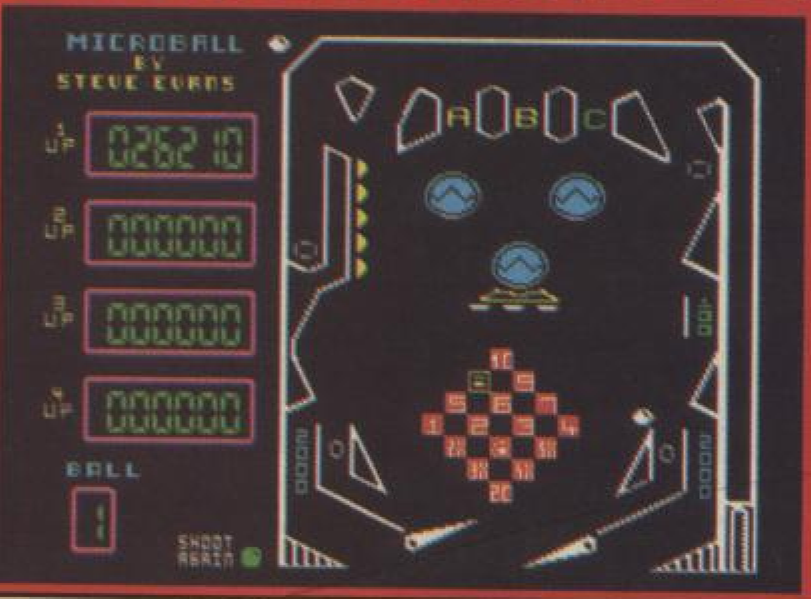
YS CLAPOMETER

Awful Commando clone which makes VU-File look addictive. You're best off burying it in a mound of peat and exploding it from a safe distance.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 2

MICROBALL



Alternative/£1.99

Tony Cripes! A pinball simulation on the Speccy. I haven't seen one of these for a long, long time. *Macadam Bumper* was the last, and that was light years ahead of this budget offering from Alternative.

In fact there's not an awful lot to say about *Micro Ball*. If you go for pinball machines it may satisfy you for a while, but it will bore the pants off anyone else.

The touble is *Micro Ball* is so average. Neither mega-good or terribly bad — just oh-so-average. It is perfectly adequate as a simple pinball conversion, but there is nothing special about it. Nothing flashy, nothing different enough in the programming to make you sit up and take notice.

It features, if you really want to know, a four player option, two flippers (wow!), a selection of very complicated bonuses and a useful tilt button. The ball can travel at a fairly nifty pace at times which makes it interesting to play, but because of a bug in the layout the ball sometimes gets stuck making a system reset the only way to continue. Bad news.

It is below par budget fare (try saying that fast!), but if you like this kind of thing it could be good value. One thing's for sure — it will never turn you into a pinball wizard.

YS CLAPOMETER

So-so pinball simulation. If taken in large doses a very good cure for insomnia.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

SUPER STUNTMAN

Code Masters/£1.99

David "Maniac" is a word rarely applied to me —except perhaps behind the wheel of a car. Still, following on the heels of *ATC* and other budget chart toppers on the Code Masters label, *Super Stuntman* has everything a budding lunatic could wish for —the celluloid world of the unsung hero, reduced to the small screen.

You must race through seven screens of mayhem only a crazy director could devise —through desert, forest and river, crossing bridges and leaping over gaping canyons. Great box office, this!

Like a sequence of out-takes from *Hooper*, you barge your way past fender-bending rocks and bomb the other cars (intent on claiming your Oscar, no doubt), before they bomb you. In fact, falling into rivers, being bombed, not missing fire pits, or in the water scenes hitting land (of which there's a fair bit), are the only ways you lose one of 3 "takes," but at least you get awarded bonus points for "amazing action." In other words, dying is sometimes actually helpful —zan-ee!!





Initially, the blurb on the back made me think, "Oh no, not another *Spy Hunter* clone," but full marks to Peter Williamson for an original and fun-to-play game.

Unfortunately, it falls into the near-miss category —no Emmys here. It's not really the graphics, 'cos this is one of the game's strong points. It's not even the game itself, as that's a gas. No, it's the detail. On the bug front, reversing (as is often required) can cause the scene ahead to be corrupted, and if you die in the wrong place, you're all too likely to be resurrected somewhere that's totally impossible to get out of. It would also have been nice if the damage chart didn't show a car, when you're in a boat. These, and others I could mention, are fairly small points, but how nice for them not to have been there to mention at all! Perhaps this is what makes a budget price game??

Strangely, whereas there is a mild attribute problem, you rarely notice it in the heat of the moment, and though your vehicle seems as if permanently on ice, this actually makes the thing challenging since you're always kept guessing. Just remember to turn miles before you need to.

Being a stuntman is dangerous and costly on props. Just as well I've got this as substitute I guess —I can't leave the thing alone!

YS CLAPOMETER

Thrills, spills, excitement and a clapperboard too. Terrific fun for would-be stuntmen everywhere.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

MERLIN

Firebird/£1.99

Duncan The blurb on the cassette inlay of *Merlin* is very concise. "Guide Merlin around the mystical kingdom of Camelot collecting stars to recover his lost magic powers." Personally I'd rather guide him down to the pub.

It's not that the game's boring: it is, but that's not really the point; it's that with just a bit 'more' bunged into it this game could be really quite good. Crumbs.



For those who know what I mean, I can only say that Mike Singleton's *Dark Sceptre* has met Mastertronics' *Feud*, but taken an overdose of budget sleeping pills. Where are the other players? Where's the BEEF?

For those who *don't* know what I mean, the graphics are big (big, big, big). Merlin himself is almost 32 feet tall (No he's not). Eerm, Merlin himself is almost half a screen high (that's better), and you guide him through the brightly coloured (ie *Feud*ish) flick screen kingdom, avoiding contact with the 'nasties': ghosts that zwoing up and down; snakes that slither, wither, wivver and funny blobby things that sort of, er, bob. Collect the big yellow stars while trying not to lose your ten lives.

Uuuuumm... and that's it. It's not even as if the 'magic stars' give you extra powers which will help you in your quest. No *Feud* spell casting here, matey. Not on your wibble-stick.

Merlin, the game, loses in prolonged playability what it makes up for in graphics. With just that bit extra it could have been fine. (Mind you, maybe Firebird ran out of memory space: I actually lived my whole life, died, and was reincarnated as me again while the game was still loading). I'll base my score on the fact that, a) *Merlin* is only £1.99 and b) it would be nicer to potter around Camelot armed with some invulnerability pokes. Boing.

YS CLAPOMETER

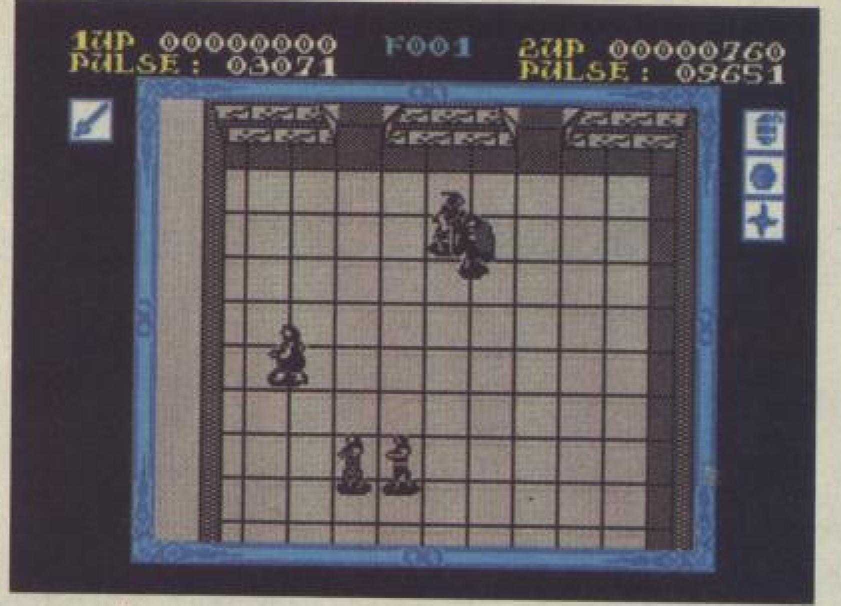
Flick-screen 'collect things' cheapie with giant sprites:- nice graphics, shame about the game.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



. . . THE POWER . . . THE SPEED . . . .
. . . . TO OVERCOME . . . .
. . . . THE UNEXPECTED . . . .
SPEEDKING
WITH FREE GAME
£11.99
For use with the:
Spectrum 16, 48 and Plus. Commodore 64 and 128. All Atari. Amstrad CPC. MSX.
■ The only joystick that actually fits your hand.
■ Fire button positioned right under your trigger finger.
■ Solid steel shaft and robust construction.
■ 12 month guarantee.
SPEEDKING
WITH AUTOFIRE
£12.99
For use with the:
Spectrum. Plus and Plus 2.* Commodore 64, 128 and VIC 20. All Atari (inc ST) Amiga. MSX.
■ Auto-fire to give instant and even firepower (Autofire only).
■ Micro-switches allow you to not only feel, but hear each move of the stick.
* (Spectrum Plus 2 £14.99)
SEGA®
MASTER SYSTEM
£12.99
■ The only joystick that actually fits your hand.
■ Twin fire buttons positioned right under your trigger finger.
■ Solid steel shaft and robust construction.
■ 12 month guarantee.
NINTENDO®
ENTERTAINMENT SYSTEM
£12.99
■ Auto-fire to give instant and even firepower.
■ Start and select buttons (Nintendo only).
■ Micro-switches allow you to not only feel, but hear each move of the stick.
SPEEDKING
start
select
on
off
© 1986
When you're pitting your wits against unknown foes you'll need to react fast. And with enough firepower to survive. Every single time.
The Speedking puts that much power at your fingertips.
High performance that gives you the power over the unexpected.
konix
PRODUCTS LIMITED
The fastest reactions in the business
Trade or export enquiries welcome on 0495 350101.
To: Konix Products Limited, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent NP3 5SD. U.K.
Please send me ____ Speedkings with Game at £11.99 ea. ____
____ Speedkings with Autofire at £12.99 ea. ____
____ Spectrum Plus 2 Speedkings with Autofire at £14.99 ea. ____
____ Segas at £12.99 ea. ____
____ Nintendos at £12.99 ea. ____
(Prices include P&P). I enclose Cheque/Postal Order for ____
Made payable to KONIX. Or charge my Access/Visa
No. ____ Signed ____
Name (Block Capitals) ____
Address ____
Postcode ____
Allow 14 days for delivery ☎ Credit card holders may call on 0495 350101.



SHACKLED

US Gold/£8.99

Tony I made a new year's resolution never to allow another duffo computer game to darken the circuits of my pet Spectrum again. Obviously, this ambitious and foolhardy resolution was brought about by an over indulgence of journalistic inspiration (ie alcohol), because here I am with yet another prime example of the way-not-to-make-Speccy-computer-games.

Actually, *Shackled* is a bit of an ugly duckling. It has the potential to be a cracking game, but the poor programming and lack of polish has forced me to chain a message of disapproval to the remains. A waste of a valuable arcade licence, and largely a waste of everybody's time.

Shackled is a conversion from the coin-op, which itself was a rip-off from one of the greatest arcade games of the known, (and probably unknown) universe. That's *Gauntlet* to you dumbo! And yeuk, what a simply squalid conversion job the US Gold programmers have made of it. Hang on, 'cos before I lay into the programmers again, let's have a butchers at the action.

The action, such as it isn't, revolves around the brawny duo who decide to combine talents and rescue their buddies from a maze like prison. In game design, play, and basic plot this is Gauntlet City Arizona all the way. To be fair, *Shackled* does attempt to break the well-used mould by introducing elements from games like *Nemesis*. So, walking over certain icons will give you extra powers. Collecting one of your mates from a cell, adds further fire power to your own —bit like the famous 'multiples' in *Salamander*. This was the only highlight of the game for me, and that's not saying much!

So where did they go wrong? I could write a book (but this review will have to do)! Graphically, it's uninspired. Just black and white is used on screen —boring, chaps. The sprites are tiny and very badly animated and sometimes lose each other in crowd scenes. The collision detector is far out (man), and the response to the keyboard is sluggish.

Worst of all the gameplay is slow, clumsy and only a mite entertaining (a very, very small mite may I add). With far better Gauntletesque programs about like *Avenger*, *Ranarama* and the big 'G' itself, why part with good money to own this?

Some people may wring playability out of the two player option, and good luck to 'em, but for the rest it will be disappointing. I'd have to be chained to the Spectrum to play it again. Recommended only for people with more money than sense (hang about, that includes me...)!

YS CLAPOMETER

Disappointing conversion from a passable coin-op game. Similar to* Gauntlet *and* UCM *but without the polish or panache of either. One to leave on the shelf.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

ADVANCED LAWN MOWER SIMULATION

Gardensoft/£14.95

Duncan 'The most advanced domestic chore simulation yet to hit the home micro', claims the advertising blurb. 'Awe inspiringly realistic with a near infinite number of randomly generated rural and suburban lawn scenarios'. Hollow advertising rhetoric? So much insincere profit chasing hype? ...Not on your grass-box, matey; this game is ACE!

You, a humble YTS junior gardener, start off with a very small tool-box, one can of petrol and a standard issue Campari 'Lawn Master' motor mower. Your first randomly generated garden is guaranteed to be camber free and generally straightforward in design, so do a fast but neat job and you will be awarded points (in the guise of sandwiches), by the incredibly grateful home owner.

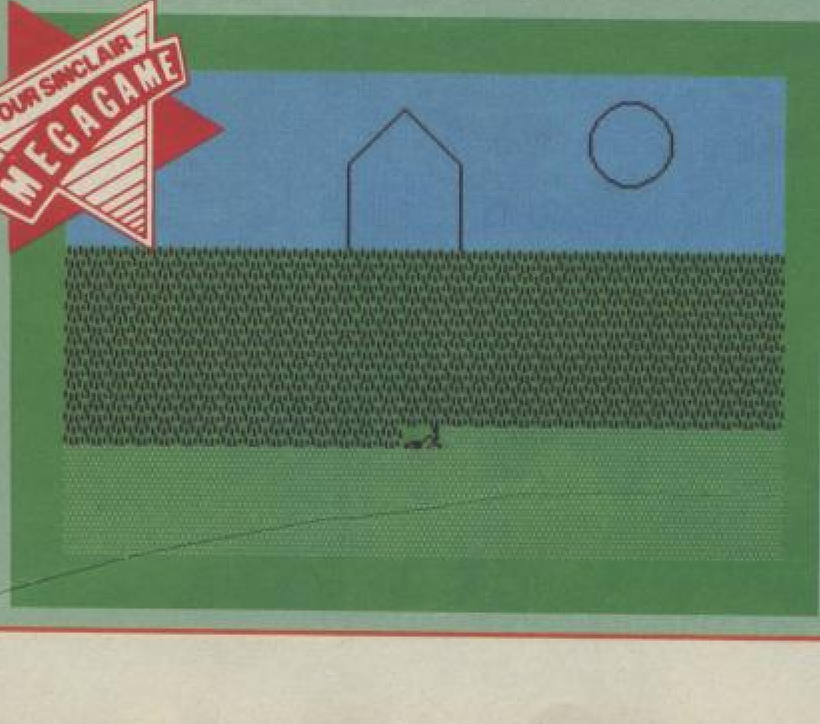
In the age old tradition of 'Points Make Prizes', you'll be able to start upgrading your equipment: more tools for your tool-box; extra spacers for the flymo (if indeed you have one); more cans of petrol or oil and, in general, more power to your grassware.

You'll need all the extras and add-ons you can lay your little green fingers on, if you want to climb the gardening hierarchy. The gardens get progressively bigger, have increasing cambers, hidden 'traps' such as stones and old wire coat-hangers, and grassy banks sloping into ornate but potentially ruinous duck-ponds. Probably most dangerous of all, on higher levels, are the rose gardens; you won't make head gardener after you've accidentally totalled three square feet of Lady Talbot-Smythe's prized pink-perpetuals!

Gardensoft is a brand new publishing house that looks set to carve quite a niche for itself in the simulations market. Its press release promises several follow-up games, to be blanket released within the next month or two, such as a spring cleaning game in which you have to rifle through the cupboard under the stairs before you can even start the game proper; a washing-up simulator (which incorporates a drying-up simulator); and best of all, a launderette game in which you have to clean ten large bags of assorted colours and materials. Sounds easy? Well not really, because most of the clothes have missing labels.

All these games sound absolutely ber-illiant, but we'll have to wait and see. As for now? Well, we do have the *Advanced Lawn-Mowing Simulation*, and that IS brilliant.

YOUR SINCLAIR MEGAGAME



YS CLAPOMETER

Classic simulation game from an exciting new name in Speccy software. Guaranteed number one!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9


"GRAND SLAM" ENTERTAINMENTS
PRESENTS
TERRAMEX
THE CARTOON ANIMATION GAME
Spectrum
Commodore
Atari ST
MSX
Amstrad
YOUR SINCLAIR
MEGAGAME
ADDICTIVE
COMPELLING
AND SPICED WITH
ENDLESS HOURS OF ZANY
HUMOUR, BRILLIANT
GRAPHICS AND ANIMATION.
CAN YOU AFFORD
TO BE WITHOUT
THIS GAME?
Become one of the world's five reputable explorers and experience the dangers of a hazardous journey to find Professor Eyestrain and deflect the meteor to which only he has the solution.
Grand Slam Entertainments Ltd.,
Victory House, Leicester Place,
London. WC2H 7NB.
Telephone: 01-439 0666
AVAILABLE ON: SPECTRUM, AMSTRAD, MSX Cassette £8.95.
COMMODORE Cassette £9.95; Disk £14.95. ATARI ST: AMIGA £19.95.
AMSTRAD CPC Disk £13.95.

THE HEAT'S ON IN SKATE CITY



Screen shots from arcade version.



- *"Those who like their action fast and furious should enjoy 720°"* ZZAP 64!
- *"A faithful and enjoyable conversion"* ZZAP 64!
- *"One of USG's best conversions to date"* COMMODORE USER
- *"For my money this is not just as playable as the coin-op it is infact much more playable"* COMMODORE USER
- *"Fans of the arcade original and novices alike should love this playable and addictive game – one of the most original to emerge this year"* GAMES MACHINE
- *"U.S. Gold has set a superb standard"* CRASH
- *"720° is the epitome of a classic. Its got every element of a great game"* SINCLAIR USER
- *"Did we flip over it? You bet!"* SINCLAIR USER (Nominated a Sinclair User Classic)
- *"Virtually flawless arcade game. Addictive smooth and slick, easily U.S. Gold's finest hour. Don't miss this one"* SINCLAIR USER (Nominated a Sinclair User Classic)

AMSTRAD
£9.99t. £14.99d
CBM 64/128
£9.99t. £11.99d
SPECTRUM
£8.99t

THE ULTIMATE SKATE BOARD SIMULATION
THE ULTIMATE MANOEUVRE!



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

PROGRAM PITSTOP

SMASH! BANG! WALLOP! CRASH! BOOM! BADOOM! CRUNCH! SPLAT! OUCH! Yes you guessed it, it's *David McCandless* once more with some more explosive routines.



Well crucial! Have we got a packed pot of programs for you this month. You don't believe me? Just read on then. Firstly is Delbert Dave's Guide to Crucial Creativity using a *Sprite Designer* by **Dom Early** (early for what I ask myself?) and then we have **Heikki Julkunen**'s *Sampler* program which'll have you experimenting (oo-er) with all manner of sounds. Not to mention **Angelo Colucci**'s screen compact and skillo demo, and to finish with, we have a simple, but useful, conversion program from **Robert Fenech**.

Challenge? What challenge? Oh, the readers challenge. Okay, readers, let me have your fastest, smoothest and coolest 3D star routine. They can move in any direction, any speed, and be any length. If yours is the best then it'll get printed (fuar! fuar!) and subsequently you'll get paid. Go for it!

SPRITE DESIGNER

by Dom Early

Wowsers! I wondered how long a program like this would take to appear. Do you remember the nifty sprite routine by **Rafelle "Exolon" Cecco** in the Dec '87 issue? You don't? You mean you never typed it in? Shame on you! Go forth and extract that issue from your collection and type in that code. Why? 'Cos this designer'll only work in conjunction with that code. Ha-ha!

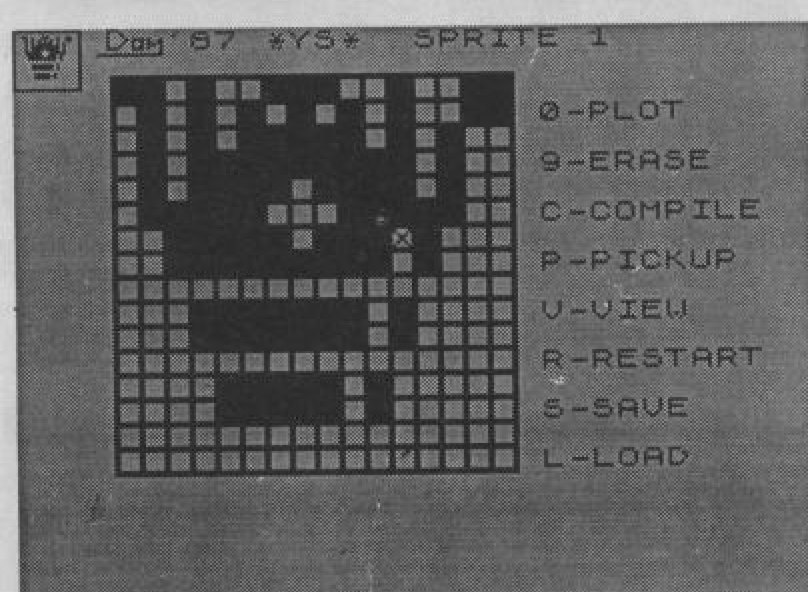
METHOD

Just tap in the following Basic proggie — and don't start complaining about its length! Then input the sprite code with the hex loader. Next, save both of them with SAVE "SDBASIC" LINE 10, and SAVE "SDCODE" CODE 65127,280. Then run it to be creative.

DELBERT DAVE'S GUIDE TO CREATIVITY

See the cursor, see the grid, now use those keys, don't be a flid. That's right, fashion freaks, it's time for Dave the Rave's guide to creativity. Firstly, use them crucial cursor keys to make that cursor cruise on round the grid. Then, when creativeness hits you between the eyes, press 0 to press a point. Well mellow! But if your sprite's nose is too long then press 9 to make like Michael Jackson and give the graphic a face lift.

Then when your sprite is looking totally, totally creative, jab the C key to compile your design into memory. After about five secs, you'll be asked to index with a number from 1 to 255. Stay totally mellow, stay totally cool, input the sprite number, and don't be a fool.



Oh no! You've realised that a sprite you created earlier is looking decidedly uncreative, kna'-a-mean? So whaddya' do? Press the P key of course, to Pick up the sprite from memory and plonk it on the grid, ready for editing.

Goshy wow-wows! If creativeness totally disintegrates in your unable hands, and the sprite you've just designed comes out looking like Phil South's navel (not a pretty sight, T'zer will tell you) then its time to reset the grid. How? I hear you cry. Press R, I reply, remembering that this does not effect the sprite in memory.

The sponditious S key will enable all you rads out there to save your creativity to tape. Input the start sprite, and the last sprite you wish to save, and the proggie will save the code in between. Wow! Talk about totally, totally, totally slick. And what's more, the program will verify your saved code. Then at the moment when inspiration grabs you (oo-er), just press L to reload all your saved sprites.

But when frustration blocks your brain, if ya' kna' what I mean, and you accidently pound the break key, pressing RUN will return you to the

designer.

Thanks bags to **Dom Early** for his excellent presentation and instructions.

BASIC PROGRAM

It's not that big — honest!

```
   5 REM DOM EARLY
  10 CLEAR 64999: LOAD ""CODE :
LOAD ""
  20 REM set vars and display
  30 GO SUB 980: LET spl=0: LET
x=2: LET y=4: DIM a$(4,8,8): DIM
 a(32): POKE 23658,8: POKE 23609
,50
  40 BORDER 4: PAPER 4: INK 0: C
LS : GO SUB 960: GO SUB 750
  50 REM control and keys
  60 PRINT AT x,y: OVER 1;"X"
  70 IF INKEY$="" THEN  GO TO 70
  80 PRINT AT x,y: OVER 1;"X"
  90 LET x=x+(INKEY$="6" AND x<=
16)-(INKEY$="7" AND x>=3)
 100 LET y=y+(INKEY$="8" AND y<=
18)-(INKEY$="5" AND y>=5)
 110 IF INKEY$="0" THEN  BEEP .0
5,34: LET b=1: GO SUB 220
 120 IF INKEY$="9" THEN  BEEP .0
5,34: LET b=0: GO SUB 220
 130 IF INKEY$="C" THEN  BEEP .0
5,34: GO SUB 320
 140 IF INKEY$="S" THEN  BEEP .0
5,34: GO SUB 810
 150 IF INKEY$="L" THEN  BEEP .0
5,34: GO SUB 870
 160 IF INKEY$="P" THEN  BEEP .0
5,34: GO SUB 610
 170 IF INKEY$="V" THEN  BEEP .0
5,34: GO SUB 430
 180 IF INKEY$="R" THEN  BEEP .0
5,34: GO SUB 560
 190 GO TO 60
 200 REM ***subroutines***
 210 REM plot/erase point
 220 IF x<=9 THEN  LET z=(y<=11)
+(2*(y>=12))
 230 IF x>=10 THEN  LET z=2+(y<=
11)+(2*(y>=12))
 240 PRINT AT x,y;" "
 250 IF b=0 THEN  PRINT AT x,y;"
"
 260 IF z=1 THEN  LET a$(z,x-1,y
-3)=STR$ b
 270 IF z=2 THEN  LET a$(z,x-1,y
-11)=STR$ b
 280 IF z=3 THEN  LET a$(z,x-9,y
-3)=STR$ b
 290 IF z=4 THEN  LET a$(z,x-9,y
-11)=STR$ b
 300 RETURN
 310 REM compile & poke sprite
 320 CLS : PRINT AT 21,5;"PLEASE
  WAIT  A  MOMENT"
 330 LET b1=0: FOR z=1 TO 4: FOR
 v=1 TO 8: LET b=0
 340 LET b=b+(128*VAL a$(z,v,1)+
64*VAL a$(z,v,2)+32*VAL a$(z,v,3
)+16*VAL a$(z,v,4)+8*VAL a$(z,v,
5)+4*VAL a$(z,v,6)+2*VAL a$(z,v,
7)+VAL a$(z,v,8))
 350 LET b1=b1+1: LET a(b1)=b: N
EXT v: NEXT z
 360 INPUT "INDEX FOR SPRITE ? (
1-255)";spl: IF spl<1 OR spl>255
 OR spl<>(INT spl) THEN  GO TO 3
60
 370 LET poke=55000+(32*spl)
 380 LET b=1: FOR z=poke TO poke
+14 STEP 2
 390 POKE z,a(b): POKE z+1,a(b+8
)
 400 POKE z+16,a(b+16): POKE z+1
7,a(b+24)
 410 LET b=b+1: NEXT z: GO SUB 7
50: RETURN
 420 REM view all sprites
 430 LET z=0
 440 CLS : FOR v=18 TO 175 STEP
32: PLOT 0,v: DRAW 250,0: NEXT v
: FOR v=26 TO 255 STEP 32: PLOT
v,18: DRAW 0,157: NEXT v: LET b=
0: LET x1=0: LET y1=0
 450 PRINT AT 20,0;"PRESS -R-TO
RETURN OR ANY OTHER      KEY TO V
IEW NEXT PAGE"
 460 IF b=0 THEN  LET z=z+1: PRI
NT AT x1,y1;z: POKE 65128,8*y1:
POKE 65129,8+8*x1: LET poke=5500
0+32*z: GO SUB 1010: LET y1=y1+4
: IF y1>30 THEN  LET y1=0: LET x
1=x1+4
 470 IF x1>16 THEN  LET b=1
 480 IF z>254 THEN  LET b=2
 490 IF b<>0 AND INKEY$="" THEN
 GO TO 490
 500 IF INKEY$="R" THEN  CLS : B
EEP .05,34: GO SUB 750: RETURN
 510 IF B=0 AND INKEY$<>"" THEN
 LET z=40*INT ((z+40)/40): LET b
=1: IF z>240 THEN  LET b=2
 520 IF b=1 THEN  BEEP .05,34: G
O TO 440
 530 IF b=2 THEN  BEEP .05,34: G
O TO 430
 540 GO TO 460
 550 REM  restart/continue
 560 CLS : INPUT "DO YOU WISH TO
CLEAR?(Y/N) ";  LINE z$: IF LEN
 Z$<1 THEN  GO TO 560
 570 IF z$(1)="Y" THEN  BEEP .25
,34: CLS : GO TO 10
 580 IF z$(1)="N" THEN  GO SUB 7
50: RETURN
 590 GO TO 560
 600 REM pickup  sprite
 610 GO SUB 960: CLS : INPUT "SP
RITE INDEX (1-255) ";spl
 620 IF spl<1/16 OR spl>255+15/1
6 THEN  GO TO 610
 630 FOR z=(32*spl)+55000 TO (32
*spl)+55031: LET a(z+1-(32*spl+5
5000))=PEEK z: NEXT z
 640 PRINT AT 21,5;"PLEASE WAIT
A MOMENT "
 650 LET b=0: FOR z=1 TO 3 STEP
2
 660 FOR v=1+b TO 15+b STEP 2
 670 LET c=a(v): LET d=a(v+1)
 680 LET b1=128: FOR w=1 TO 8
 690 LET a$(z,(v-b+1)/2,w)=STR$
INT (c/b1): LET c=c-b1: IF c<0 T
HEN  LET c=c+b1
 700 LET a$(z+1,(v-b+1)/2,w)=STR
$ INT (d/b1): LET d=d-b1: IF d<0
 THEN  LET d=d+b1
 710 LET b1=b1/2
 720 IF d=0 AND c=0 THEN  LET w=
8: NEXT v
 730 NEXT w: NEXT v: LET b=16: N
EXT z
 740 REM print expanded sprite
 750 CLS : FOR z=2 TO 17: PRINT
AT z,4;"
    ": NEXT z: FOR b=1 TO 4
 760 FOR z=1 TO 8
 770 FOR v=1 TO 8: IF VAL a$(b,z
)=0 THEN  NEXT z: NEXT b: LET v=
8: GO TO 790
 780 IF a$(b,z,v)="1" THEN  PRIN
T AT z+1+8*(b>2),v+3+8*(b/2=INT
(b/2));" "
 790 NEXT v: NEXT z: NEXT b: PLO
T 31,31: DRAW 129,0: DRAW 0,129:
 DRAW -129,0: DRAW 0,-129
 800 LET poke=32*spl+55000: GO S
UB 1000: RETURN
 810 REM save/load
 820 CLS : INPUT "SAVE FROM SPRI
TE(1-255) ";b: IF b<1 OR b>255 O
R b<>INT b THEN  GO TO 820
 830 INPUT ("TO SPRITE (";b;"-25
5) ");b1: IF b1<b OR b1>255 OR b
1<>INT b1 THEN  GO TO 830
 840 LET d$="SP "+STR$ b+"-"+STR
 850 SAVE d$CODE 55000+(32*b),(5
5000+32*b1)+32-(55000+(32*b)): P
RINT AT 20,0;"REWIND AND PRESS P
LAY TO VERIFY ": VERIFY ""CODE :
 CLS : PRINT "CODE IS NOW SAVED"
: PAUSE 0: BEEP .05,34
 860 CLS : GO SUB 750: RETURN
 870 CLS : PRINT "PRESS PLAY": L
OAD ""CODE : CLS : PRINT "CODE L
OADED": PAUSE 0: BEEP .05,34: CL
S : GO SUB 620: RETURN
 880 REM output current sp index
 890 PLOT 30,175: DRAW 3,0: DRAW
 3,-3: DRAW -3,-3: DRAW -3,0: DR
AW 0,6: PLOT 38,172: DRAW 3,0: D
RAW 0,-3: DRAW -3,0: DRAW 0,3
 900 PLOT 43,169: DRAW 0,3: DRAW
 2,-2: DRAW 2,2: DRAW 0,-5: DRAW
 -20,0
 910 PRINT AT 0,6;"'87 *YS*  SPR
ITE ";spl: RETURN
 920 REM instructions
 930 RESTORE : FOR z=3 TO 17 STE
P 2: READ z$: PRINT AT z,21;z$:
NEXT z: RETURN
 940 DATA "0-PLOT","9-ERASE","C-
COMPILE","P-PICKUP","V-VIEW","R-
RESTART","S-SAVE","L-LOAD"
 950 REM set  a$ array
 960 FOR z=1 TO 4: FOR v=1 TO 8:
 LET a$(z,v)="00000000": NEXT v:
 NEXT z: RETURN
 970 REM set  udg
 980 FOR z=1 TO 6: POKE USR "U"+
z,129: NEXT z: POKE USR "U",255:
 POKE USR "U"+7,255: RETURN
 990 REM print actual sprite
1000 GO SUB 890: GO SUB 930:: PO
KE 65128,3: POKE 65129,2: GO SUB
 1010: PLOT 0,156: DRAW 21,0: DR
AW 0,19: DRAW -21,0: DRAW 0,-19:
 RETURN
1010 LET hb=INT (poke/256): LET
lb=poke-(256*hb): POKE 65148,lb:
 POKE 65149,hb: RANDOMIZE USR 65
127: RETURN
9999 SAVE "spbasic" LINE 10: VER
IFY "spbasic"
```

SPRITE CODE

Here's the sprite code, and to know how to use it get a back issue. Hah!

```
65127:1103023E00F3F5C5=769
65135:D5E5DDE56F260029=1082
65143:2929292901D8D609=604
65151:ED732CFFF97BE607=1260
65159:876F2600012EFF09=595
65167:4E2346DD210000DD=658
65175:097BE6F80F0F0F5F=750
65183:427AE6F80F0F0F67=814
65191:E6F8F6404F7C61E6=1318
65199:070F0F0F836F78E6=644
65207:078467061 0D10E00=487
65215:DDE9CB22CB13CB11=1133
65223:CB22CB13CB11CB22=916
65231:CB13CB11CB22CB13=901
65239:CB1171237323722B=675
65247:2B247CE607200A7D=607
65255:C6206F38047CD608=747
65263:6710CAC320FFCB3B=1065
65271:CB1ACB19CB3BCB1A=948
65279:CB19CB3BCB1ACB19=947
65287:73237223712B2B24=534
65295:7CE607200A7DC620=758
65303:6F38047CD6086710=636
65311:9CED7B2CFFDDE1E1=1486
65319:D1C1F1FBC9BDFD07=1544
65327:FF01FFFBFEF5FEC1=1708
65335:FEC7FECDFED3001E=1407
65343:478C185C0E0047C0=604
65351:57710EF30D2117C6=724
65359:1EE7FD7618031300=681
65367:3E003C42427E4242=512
65375:00007C427C42427C=570
65383:00003C424040423C=380
65391:0000784442424478=508
65399:00007E407C40407E=568
65407:00007E407C404040=506
STOP
```

HEX LOADER

Yes, it's the return of the Son Of Hex Loader as he strikes back with a vengeance.

```
  10 GO SUB 200
  20 LET a=s
  30 LET t=0
  40 PRINT TAB 0;a;":";
  50 INPUT "Line of Hex";h$
  60 IF h$="S" THEN  STOP
  70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
  80 PRINT h$;
  90 LET x=0
 100 FOR b=1 TO ch STEP 2
 110 LET z=FN h(h$): LET t=t+z
 120 POKE a+x,z
 130 LET h$=h$(3 TO )
 140 LET x=x+1
 150 NEXT b
 160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
 170 PRINT q
 180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
 190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
 200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
 210 POKE 23609,50: POKE 23658,8
 220 INPUT "Start Address";s
 230 LET ch=16
 240 RETURN
```

SCREEN COMPACT

by Angelo Colucci

I know what you're thinking (call me Uri!). You're thinking 'screen compacting — boring! Easey-peasey-japaneasy!' I thought that as well until I sighted **Angelo Colucci**'s program and frankly, I was amazed. Not only is Angelo's program the smallest, most efficient, and user-friendly of the lot I received, but also has possibly the most visually stunning demo you'll ever see on the Spectrum ever! Wow!

METHOD

Angelo's screen compact program is self-contained. Type in the Basic prog and it'll tell you what to do. Type in the demo program, run it, and leave it for about two hours, and then be prepared to be as amazed as I was.

HOW DOES IT DO IT?

This routine will compact most screens into under 50 percent as large. It does this by firstly searching for a byte that is not used in the screen and using it as a flag. Then, the routine will scan the screen and search for 4 to 255 repeats of the same byte and it'll then compress this repitition into 3 bytes:

1st byte=Flag byte
2nd byte=No. of repeats
3rd byte=Value of repetition

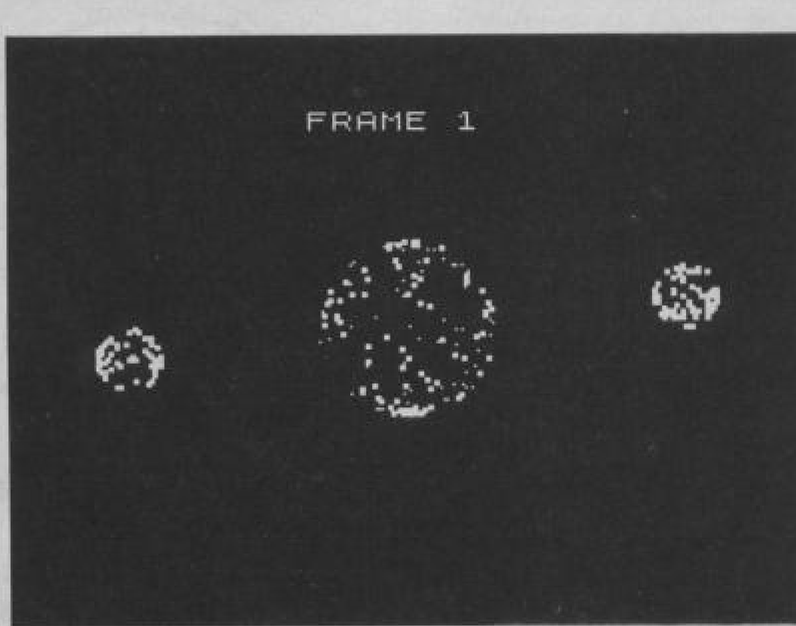
This is clever and you can see its effect in the incredible demo which should take up 122880 bytes but only takes 38620 bytes which is 60 percent smaller! Brilliant!

BASIC PROGRAM

This program contains the machine code and instructions on use. Type it in and save it with SAVE "LOADER" LINE 10.

```
   1 REM  THIS ROUTINE IS
   2 REM  RELOCATABLE. USE
   3 REM  CAPITAL LETTERS FOR
   4 REM  THE HEX CODES.
  10 LET X=65400: LET CH=0
  20 READ A$
  30 FOR F=1 TO LEN A$ STEP 2
  40 LET A1=CODE A$(F)-48
  50 IF A1=40 THEN  GO TO 100
  60 LET A2=CODE A$(F+1)-48
  70 LET N=A2-7*(A2>9)+16*(A1-7*
(A1>9))
  80 POKE X,N: LET CH=CH+N
  90 LET X=X+1: NEXT F: GO TO 20
 100 IF CH<>12555 THEN  PRINT "E
RROR IN DATA": STOP
 110 LET AD=X-134
 120 PRINT "TO STORE A PICTURE A
T ADDRESS   XXXXX, TYPE:-"
 130 PRINT '"RANDOMIZE XXXXX: LE
T Z=USR ";AD
 140 PRINT '"THE VARIABLE Z NOW
```

```
CONTAINS THE LENGTH OF THE COMPA
CTED SCREEN  CODE."
 150 PRINT '"TO SAVE A COMPACTED
 SCREEN TYPE:  SAVE ""-NAME-""CO
DE XXXXX,Z"
 160 PRINT '"TO DISPLAY A SCREEN
 STORED AT   ADDRESS XXXXX, TYPE
:-"
 170 PRINT '"RANDOMIZE XXXXX: LE
T Z=USR ";AD+100
 180 PRINT '"THE VARIABLE Z WILL
 NOW CONTAIN THE NEXT FREE BYTE
OF MEMORY."
 190 PRINT '"TO SAVE THIS ROUTIN
E TYPE:-        SAVE ""-NAME-""CO
DE ";AD;",134"
1000 DATA "0600C57821004001001B"
1010 DATA "ED81C1200310F1C92A76"
1020 DATA "5C7023110040 1A18121A"
1030 DATA "7723137AFE5820F4ED5B"
1040 DATA "765CED52444DC9E56260"
1050 DATA "0600BE28083E03803812"
1060 DATA "E118DE0478FEFF280923"
1070 DATA "7CFE5B1A20E018E92A76"
1080 DATA "5C7EE1772370231A7723"
1090 DATA "1310FD7AFE5820B818C2"
1100 DATA "2A765C4E231100407E89"
1110 DATA "20081223137AFE5820F4"
1120 DATA "444DC92346237E121310"
1130 DATA "FC2318EDXX"
```



DEMO PROGRAM

This is the amazing bit. Type it in, SAVE it with SAVE "DEMO" LINE 10 and RUN it. Then leave it for an hour or two. The effect is stunning.

```
  10 REM  DEMONSTRATION PROGRAM
  20 PAPER 0: INK 7: BRIGHT 1: B
ORDER 0: CLS
  30 REM THE NEXT 4 LINES CHANGE
         THE ROUTINE TO WORK ON
         THE MIDDLE THIRD OF THE
         SCREEN ONLY.
  40 LET A=26000: LET X=72: LET
Y=8: LET Z=X+Y
  50 POKE A+6,X: POKE A+25,X: PO
KE A+107,X
  60 POKE A+9,Y
  70 POKE A+35,Z: POKE A+72,Z: P
OKE A+95,Z: POKE A+117,Z
  80 LET A=A+134
  90 FOR F=1 TO 60
 100 LET D=2*PI*(F/60)
 110 RANDOMIZE 1
 120 PRINT AT 3,12;"FRAME ";F
 130 FOR Q=0 TO 150
 140 LET R=RND*2*PI+D
 150 LET S=RND*2*PI
 160 IF COS S*COS R>=0 THEN  PLO
T 38+10*SIN S,70+10*COS (R+PI/2)
*COS S: DRAW 1,0: DRAW 0,1: DRAW
 -1,0
 170 IF COS S*COS R<=0 THEN  PLO
T 218+10*SIN S,90+10*COS (R+PI/2
)*COS S: DRAW 1,0: DRAW 0,1: DRA
W -1,0
 180 PLOT 120+28*COS (R+PI/2)*SI
N S,80+28*COS S
 190 IF SIN S*COS R<=0 THEN  DRA
W 1,0: DRAW 0,1: DRAW -1,0
 200 NEXT Q
 210 RANDOMIZE A
 220 LET A=A+USR 26000
 230 CLS : NEXT F
 240 PRINT "TO SAVE CODE FOR ANI
MATION TYPE-"''" SAVE ""FRAMES""
CODE 26000,";A-26000
 250 PRINT ''" PRESS ANY KEY TO
SEE ANIMATION"
 260 PAUSE 0
1000 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS : FOR F=1 TO 6: FOR
 N=8 TO 15: PRINT AT N,20-F; INK
 F;" ": NEXT N: NEXT F
1010 RANDOMIZE 26134: FOR F=1 TO
 60: RANDOMIZE USR 26100: PAUSE
1: NEXT F: GO TO 1010
2000 CLEAR 25999
2010 LOAD ""CODE 26000
2020 GO TO 10
```

S-S-SAMPLE

by Heikki Julkunen

Now don't get your knickers (or boxer shorts) in a twist. **Heikki Julkunen**'s sampler is no menotronic, attacked, faded, sycronic, suthetic, 85 band, C-5, Fairlight, deluxe sampler . . . well not quite anyway. It's just a simple, no hassle, but still quite effective way to sample your fave sounds and music.

I DUNNO WHAT SAMPLING IS

Not knowing what sampling is, is totally unhip. You've got to be some kind of moron not to know what sampling is . . . so here's Phil to tell you. **Thanx, Dave. Sampling (or more correctly, Sound Sampling or Digitising) is the technique of digitally recording a sound or short burst of music into the memory of your computer. When you record a sound onto a normal tape, the different levels of sound are etched continuously onto the magnetic surface in a sort of wavey line. When you record a sound digitally, however, the sound is stored in the memory of the computer as a string of digital values (like 34,36,49 . . .) roughly the same as the wavey line we just mentioned but separated into discrete steps. The length of sound is governed by the amount of memory available, and the quality of the sound by the amount of steps you cram in, called the 'sampling rate'. Got that? Okay, back to you, Dave.**

METHOD

Well what can I say? Type in the short machine code, save it, with SAVE "SAMPLERC" CODE 32768,96, type in the Basic prog, and save that with SAVE "BASIC" LINE 10. Then RUN it.

S-S-SAMPLING

To sample sound, remove the mic lead from your tape recorder and computer, but leave your ear-lead connected. Follow the on-screen instructions and have your tape playing before you sample. The length of the product can range from two to five seconds.

Dum-dum-dumdumdum-dum! That was — in true *Blue Peter* style — a drum beat I prepared earlier. Aaarrrghhhh! That was a sampled screen. Pant! Groan! . . ahem, must have left that flippin' sampler on again (blush)!

```
  10 REM Heikki Julkunen 1987
  20 CLEAR 32767
  22  LOAD ""CODE
  25 LET s=PEEK 32768+256*PEEK 3
2769: LET l=PEEK 32770+256*PEEK
32771
  30 PRINT AT 0,0;"Start=";s;AT
1,0;"Length=";l;AT 5,0;"S to sam
ple";AT 7,0;"P to play";AT 9,0;"
A to alter settings"
  40 IF INKEY$="s" THEN  PRINT A
T 15,10;"Sampling": RANDOMIZE US
R 32772: PRINT AT 15,10;"
; "
  50 IF INKEY$="p" THEN  RANDOMI
ZE USR 32827
  60 IF INKEY$="a" THEN  GO TO 1
00
  70 GO TO 25
 100 INPUT "New start";s
 110 INPUT "New length";l
 120 INPUT "Correct (y/n)";a$
 130 IF a$<>"y" THEN  GO TO 100
 140 POKE 32768,s-256*INT (s/256
): POKE 32769,INT (s/256)
 150 POKE 32770,l-256*INT (l/256
): POKE 32771,INT (l/256)
 160 GO TO 25
 200 SAVE "Sound" LINE 10: SAVE
"Sound"CODE 32768,92

32768:60809F7FF32A0080=923
32776:ED5B0280DBFE0707=945
32784:30FA010008DBFEE6=1010
32792:40B1074F10F77123=738
32800:187AB320ED2A0080=767
32808:ED5B02807E0F0F0F=629
32816:0F0F7723187AB320=544
32824:F3FBC9F32A0080ED=1345
32832:5B0280010084E79=429
32840:074FF607D3FE10F7=1067
32848:23187AB320ED3E07=701
32856:D3FEFBC900000000=917
32864:0000000000000000=0
STOP
```

CONVERSION

by Robert Fenech

Well I think it's useful. Yes, I know it's boring but it's useful. Honest! This little program will simply allow you to do several conversions of the mathematical kind (metres to feet/ centimetres to inches) all using this one user-friendly program by **Robert Fenech.**

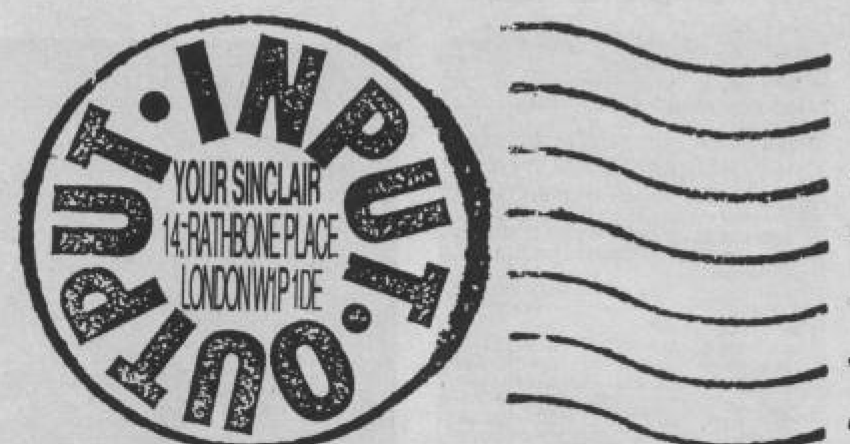
```
  10  REM CONVERSIONS by ROBERT
FENECH
  20  BORDER 0: PAPER 0: INK 7:
CLS
  30  PRINT AT 6,7; PAPER 1;"MAI
N MENU";AT 0,6; PAPER 2;"CONVERS
IONS";AT 3,5;"BY ROBERT FENECH";
AT 8,4; PAPER 0;"1. INCHES TO CE
NTIMETRES";AT 9,4;"2. FEET TO ME
TRES";AT 10,4;"3. MILES TO KILOM
ETRRES";AT 16,5;"***************"
;AT 21,5;"***************"
  40  PRINT AT 17,5;"*";AT 17,6;
"ENTER CHOICE*";AT 18,5;"*";AT 1
8,9;"BY NUMBER*";AT 19,5;"*";AT
19,9;"AND PRESS*";AT 20,5;"*";AT
 20,11;"ENTER";AT 20,18;"*";
  50  LET a$=INKEY$
  60  IF a$="1" THEN  GO TO 110
  70  IF a$="2" THEN  GO TO 210
  80  IF a$="3" THEN  GO TO 310
  90  GO TO 50
 110  REM **** INCHES/CENTS ****
 120  CLS : PRINT AT 1,5; PAPER
2;"INCHES TO CENTIMETRES";AT 6,6
;"INCHES ";AT 6,16;"CENTIMETRES"
 130  INPUT "ENTER INCHES ";i
 140  PRINT AT 8,6;i;AT 8,16;i*2
.54;AT 18,0;"PRESS 2 TO RETURN T
O MENU";AT 19,0;"PRESS 5 TO CONT
INUE"
 150  LET a$=INKEY$
 160  IF a$="2" THEN  RUN
 170  IF a$="5" THEN  GO TO 120
 180  GO TO 150
 200  REM **** FEET/METRES ****
 210  CLS : PRINT AT 1,5; PAPER
2;"FEET TO METRES";AT 6,6;"FEET"
;AT 6,16;"METRES"
 220  INPUT "ENTER FEET ";f
 230  PRINT AT 8,6;: PRINT f;AT
8,16;f*0.3048;AT 18,0;"PRESS 2 T
O RETURN TO MENU";AT 19,0;"PRESS
 4 TO CONTINUE"
 240  LET a$=INKEY$
 250  IF a$="2" THEN  RUN
 260  IF a$="4" THEN  GO TO 210
 270  GO TO 240
 300  REM *** MILES/KMS ***
 310  CLS : PRINT AT 1,5; PAPER
2;"MILES TO KILOMETRES"
 320  INPUT "ENTER MILES";m
 330  PRINT AT 6,6;"MILES";AT 6,
16;"KILOMETRES";AT 8,6;m;AT 8,16
;m*1.609;AT 18,0;"PRESS 2 TO RET
URN TO MENU";AT 19,0;"PRESS 3 TO
 CONTINUE"
 340  LET a$=INKEY$
 350  IF a$="2" THEN  RUN
 360  IF a$="3" THEN  GO TO 310
 370  GO TO 340
```

Remember to send all your well crucial routines to me, David McCandless, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Every one printed gets a *YS* badge and the best program each month receives a cash reward!

HARDWARE



■ Spectrum+ for sale. Quickshot II and interface, currah micro-speech, Interface I (all leads incl.) data recorder and well over £300 worth of software. All offers considered. Call Owrang on (01) 452 3585 after 5.30pm.
■ 48K Spectrum, Saga keyboard, data recorder, interface, joystick, 190 games, recent service, books, mags, £100 complete set. *Input* mags £25. Write to: Mr. Cheswick, Flat 3, 51 Holberry Gardens, Broomhill, S10 2FR.
■ 48K Spectrum with d'k Tronics keyboard, data recorder, Quickshot, joystick and interface, many games, including *Alien, Lightforce*. Just £80. Phone (0787) 312993 between 5pm and 10pm and ask for Matthew.
■ Specttrum 48K, data recorder, joystick and interface, keyboard, over 150 games, many latest. Worth over £350, sell for £150. Phone (0270) 587959 ask for Scott, swop for C64.
■ Will swop my Kempston mouse and *Specdrum* including software for a Discovery 1 disk drive and disks in good working order for 48K Spectrum. Phone (061) 6431765 after 6pm.
■ Spectrum+2 with Interface and microdrive with joystick, two cartridges, *Gauntlet, Dragon's Lair, Road Runner, Spindizzy, Super Cycle* etc, £150. Also currah speech £15. Phone Andrew (0268) 692387 after 4pm.
■ For sale 128 Speccy, £250 ono with £100 worth of games, code master lightpen, two interfaces, joystick, magazines and cassette player. Phone Clacton-On-Sea 433849 and ask for Richard after 5pm.
■ Spectrum+ 48K, tape recorder, Interface two, Quickshot II, over 50 software titles, worth £130. Everything still in boxes and excellent condition. Cost £330, sell for £125. Phone Mark on 5616727 (Hayes).
■ Wanted! 48K Spectrum compatible printer please. Phone Neil (0458) 72335.
■ For sale VTX5000 boxed and hardly used. Will sell for £20. Phone 01 603-6472.
■ 48K Spectrum, Saga keyboard, data recorder, Alphacom printer, Currah Speech, joystick, interface, microslot's, £200 of games, magazines. All worth £600, sell for £250. Make me an offer! Phone (0749) 813527.
■ Kempston 'E' printer interface, boxed, manual only six months old, still guaranteed £25. Protocol 4 programable joystick interface, thruport Kempston socket reset button £15. Phone Sleaford (0529) 304221.
■ Spectrum 48K, two microdrives, two ZX printers, books, cartridges, rolls of printer paper, £50. Phone (01) 385 6540.
■ Spectrum 128K+ joystick, two interfaces, printer and well over £300 worth of games. Good reason for sale. All in first class condition. Phone John (0234) 712726 after 7pm. Price £180 ono.
■ Spectrum+, three cassette recorders, joystick, interface, books, magazines, and over £400 worth of games. A bargain at £250. Phone (061) 7362171 and ask for Steve.
■ Yamaha electric keyboard very good condition, still boxed. Worth £70, will sell for £40 or swop for 48K Spectrum and joystick. Phone (0703) 226325 after 6pm and ask for Joe.
■ Spectrum 48K for sale, two joysticks, interface, over 50 mags plus software worth £250+. Keyboard needs £15 repair job. Sell for £140 ono. Phone (0256) 781399 evenings, ask for Andy.
■ Spectrum+ 48K, boxed, joystick, tape recorder, games, in a very good working order, magazines, POKEs, books and some blank cassettes. Will sell for £199. Phone Anthony (01) 208 0251.
■ Spectrum 48K+ tape recorder, joystick, interface, Alphacom 32 and paper, £250 worth of computer games + mags, perfect condition, £200. Phone Swindon (0793) 39639.
■ Spectrum+2 boxed, £350 worth of software. Two joysticks, books, all worth £500. Will sell for £260. Write to Kevin Watson, 23 Greenville Avenue, Ewloe Green, Deeside, Clwyd, CH5 3BJ.
■ Swop Cheetah J/S I/F (working and in vgc) for Spectrum PSV (any condition working or not). Craig, 25 Austin Road, Sebastopol, Pontypol, Gwent NP4 5ER or phone (04955)51992.
■ Good home needed for a 12 month old 128K Spectrum. Also five free 128K games. Cost only £100 the lot. Contact Russell on (0480) 300456.
■ 128 for sale with organ master keyboard, double joystick interface, joystick, joyball, 20 original games + magazines, including *Crash, YS, Sinclair User*, £170. Phone 02918 207 ask for Nicholas.
■ Spectrum +48K, with software, tape deck, joystick, interface, drum synthesiser (*Specdrum*), etc for £85 or swop for radio controlled car (*boomarang*) with radio gear. Phone Chris on (0602) 226734.
■ Spectrum +2 128K, boxed, joystick, 150 software inc. *Little Computer People*, mags, books, £99 ono. Also send your software lists for mine. Write to: Martin Kelly, 35 Ashford Drive, Sacriston, Durham DH7 6BB.
■ ZX Spectrum+ 48K for sale and 33 top games, *Paperboy* etc. Also 12 magazines, cassette recorder, joystick, three months old in box, £75. Phone Stourbridge 2883516 and ask for Dan.
■ Spectrum 128 +2 with over 1500 of software, three joysticks and adaptors, many magazines. Whole lot in good condition, offers around £250. Phone (01) 561 6995 and ask for Daniel.
■ 48K Spectrum in good condition with leads and power pack, at the amazing price of £50 ono. Phone Mogador 832330 after 4.30pm before it's too late!!!
■ Sprint tape recorder for sale. Loads normal tapes at 4x normal speed, works with 48K and 128K in 48K mode. £35 wanted, worth £64. Phone (0505) 25336 after 6pm.
■ Wafadrive and five wafers, including spectral writer and toolkit, also information sheets, sell for £45 ono, good condition. Phone (0505)25336 and ask for Hugh, after 6pm.
■ Spectrum 128K +2, microdrive and interface, joystick and interface, Midi keyboard and interface, mouse and interface, over £200 of software, books, complete system. Boxed as new. Valued over £680. Sell for £290. Phone (0205) 60130.
■ Spectrum +2 with Kempston interface, £900 of software, 40 magazines, two joysticks, worth over £1000. Bargain at £300. Phone (0602) 264769 after 6pm.
■ *Your Spectrum* complete set all as new. Offers or software wanted. Phone Worthing 35298.



Psst. Over 'ere son. Got summat to sell, summat to swop, or summat to say? Then jus' put an ad in this 'ere *Input Ahtput*. Cor blimey, you won't go wrong.

SOFTWARE



■ I would like to swop programs, hints and POKEs with you. I have many games like *Rampage, Side Wize, Indiana Jones, Renegade*. Send your list for mine. Phillip Goldscheider, Ben Gurion Ring 80, 6000 Frankfurt am Main 56, West Germany.
■ Swop my *Cobra, Ranarama, Sherlock, Great Escape, Dogfight* and *Fist II* for any two of *Combat School, Through The Trapdoor, Indiana Jones, Rygar* or *Tai Pan*. Sean Day, 22 Langlands, Lavendon, Nr. Olney, MK46 4EL.
■ I want Mastertronic, MAD, Bulldog and Code Masters games. I am willing to swop for games such as *Aliens, Auf Widersehen Monty*. Please phone (0933) 312438 after 4pm. Ask for Tim.
■ Will swop *Football Manager, Pro Snooker, Pro Golf, Run For Gold, Thrust, Ocean Conqueror* for *Bismark* or *Superbowl*. Stanley Cooper, 15 Malstone Avenue, Baddeley Green, Stoke on Trent, ST2 7NN.
■ Lots of games to swop, over 600. All letters will be answered. My address is: Oliver Jacobs, Friedhofstrasse 48, 7065 Winterbach, West Germany.
■ Wanted: *Enduro Racer* for *Scooby Doo*, or *Give My Regards To Broad Street*. Please phone (051) 334-2517 after 7pm and ask for Adam.
■ Will swop new games on Spectrum 48K or 128K. Send your list to Shlomi Natanel, Osishkin 36, Rishon Lezion, Israel.
■ Will swop *Barbarian, Renegade, Road Runner, Fist II* and others for *Last Ninja, Game Over* and *OutRun* or *Trantor*. Send to Jason, 95 Norbury Rd, Ravenscliffe, Bradford BD10 0HJ.
■ Swop *Enduro* and *Pitfall II* for *720̊* or swop *Formula* and *Simulator* for *Joe Blade*. Write to Jason Jeffery, 11 Rack Park Road, Kingsbridge, TQ7 1DQ.
■ Wanted urgently, *Forbidden Planet* by Design Design. Will swop for any one of *Uridium, Paperboy, Amaurote, Fat Worm, Movie*. Phone (045) 822-3434 weekends or evenings.
■ Spectrum software wanted for these: ZX printer, wafadrive, Kempston mouse and Multiface one. Also swop other titles. Write to, Paul Cardall, 21 Darwin House, Alder Drive, C/wood, Birmingham B37 7QF. Penfriends wanted also.
■ I have *Underwurlde, Knightlore, Avalon, Hurg, Commando, Soft Aid, Wriggler, Ball Blazer, Wheelie, Backpackers, Auf. Monty, Crash Smash 2, Chess, Starstrike, Jumping Jack, Train Game*, any offers considered. Phone (0293) 784407.
■ Swop my *Paperboy* or *Footballer Of The Year*, plus a free £1.99 Firebird game for any other recent titles. Phone (0484) 537865 between 5.30pm and 8pm, ask for Ben.
■ I have lots of hardware and software. Contact me for list. I will answer all letters. Write to: Nigel Barclay, 3 Queens Avenue, Broxburn, West Lothian EH52 5RS.
■ Want to swop software? Then send a list to: Geir Skomsay, Amun Bergan 39, 6500 KR-Sund, Norway. I have disciple disk drive.
■ Will swop *Ghostbusters, BMX Simulator, Full Throttle* or *Alcatraz 2* for *Leaderboard, Paperboy* or any good game for graphics. Write to: Chris Rogers-Hughes, Cross Lanes Farm, St. Martins, Oswestry, SY11 3HH.
■ Lots of new software to swop including *Batty, Game Over, Play For Your Life*. Send your list for mine. Write to: Paul Jorge S.A. Bairro Summerchild, 15-s. Pedro, 9700 Angra do Heroismo, Acores, Portugal.
■ Urgently wanted!! Masterfile for the 48K Spectrum — cheaper the better. Send price/details to Liam Flood, 75 Gladstone Street, Loughborough, LE11 1NR.
■ I have a lot of recent games to swop. Send your list for mine. Write to: Soao M.N. Caires, Sitio Livramento, Canigo, Madeira, Portugal, 9125 Canigo.
■ Get it here! I've got *Elite* and *GAC*, both unwanted presents. What have you got? Reply now, unless you're mentally subnormal. James Downton, 14 St. Hilda Close, Deepcar, Sheffield, S30 5TH.
■ Spectrum 48+, two joysticks, interface, printer, tape recorder, Currah Speech £90. Phone (0384) 633173 for a bargain.
■ My ten computer hits for *Wizball* or *Thundercats*. Any offers? If you have, phone (0482) 658059 and ask for Mark.
■ Will swop new games for Spectrum. Send list of games. I have 1200 games including: *Flunky, Solomon's Key, Nipper II, Milk Race*. Avi Gadesh, 8 Hyarden Street, Ramat Gan 52333, Israel.
■ I have over 1000 games and utilities to swop with you. Send your list for mine. Reply guaranteed. Jore Manuel Fonseca, Rua Luis Pastor de Macedo Lote 33-3, 1700 Lisboa, Portugal.
■ Over 500 top titles. Send now for list! Includes, *Thundercats, Exolon, Renegade, Nebulus, Elite, Combat School* and many more. All types of software eg adventure, arcade, strategy etc. Send now to: Jason Meachen, 59 Lee Road, Dovercourt, Harwich CO12 3SB.
■ Will swop datel light pen, software and interface for *GAC, Art Studio* or *Specdrum*. Write to J. Fraser, 4 Greenhead Gardens, Silverton, Dumbarton, G82 2NZ.
■ Will swop *GAC, Xeno, 10th Frame* and *Glider Rider* for *Aliens, U.S., Gun Ship* and *Out Run*. Phone (0638) 660780 after 4pm.
■ I have over 300 games, including the latest titles, to swop with you. Send your list for mine. Please write to Janne Harju, KP 1, SF-68300 Kalvia, Finland.

●BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output *Your Sinclair*, 14 Rathbone Place, London W1P 1DE — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:
☐ **Hardware** ☐ **Software** ☐ **Wanted** ☐ **Messages & Events** ☐ **Pen Pals**
☐ **Lonely Hearts** ☐ **Fanzines**

Name ....

Address ....

.... Postcode ....

MAGAZINE HEALTH WARNING:
Think before you snip — most people use a photocopy instead. **YS28**

NORTH STAR™

Alone it stands, majestic and proud... the final hope to Earth's savagery and overpopulation... North Star, a glorious space station orbiting serene tranquility, too much tranquility... preparations should be underway for the final evacuation. Communications are dead, scientists cannot be raised... a dreadful gloom overtakes the population... has their last hope gone?

Only one can find out, only one has the necessary powers. That one is you... a unique leing on a mission to rescue a unique project.

Spectrum 48K £7.99 Cassette
Amstrad £9.99 Cassette £14.99 Disk
Atari ST £19.99 Disk
CBM 64/128
£9.99 Cassette £14.99 Disk



Screenshots from Amstrad version.

"FROM OUT OF THIS WORLD... ...TO THE FIGHT FOR THIS WORLD!"



Screenshots from CBM64/128 version

VENOM™ STRIKES BACK

Incoming message on MASK computer – *"We have kidnapped SCOTT TRAKKER and are holding him on the moon. Unless you surrender the entire MASK forces to VENOM you will never see him again."* Signed Miles Mayhem.

Matt is faced with a terrible dilema. To agree to VENOM's demands would give them total control over the Peaceful Nations Alliance, but to ignore their demands would surely mean Scotts life.

Can you as Matt Trakker rescue Scott and return him safely to Earth?

Spectrum 48K £7.99 Cassette
CBM 64/128
£9.99 Cassette £14.99 Disk
Amstrad £9.99 Cassette £14.99 Disk
MSX £7.99 Cassette

MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS, INC. (KPT) 1987

GREMLIN

WORLDS APART FROM OTHER SOFTWARE!

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423

DATEL ELECTRONICS



GENIUS MOUSE 48/128/+2/3

- Now a top quality mouse system at a realistic price.
- Two button action.
- Full optical operation for superb accuracy.
- Comes complete with interface — just plug in and go!
- Compatible with Artist II (see offer)

ONLY £39.99 COMPLETE





ARTIST II ILLUSTRATOR

- Top quality graphics package for Spectrum.
- Described by Sinclair User as "the best artist program — bar none".
- Superb quality multi feature.
- Pull down menus.
- Windows icon driven.
- Font and sprite designer.
- Zoom mode.
- Supports many printers.
- Flexible cut & paste.
- This package has too many features to list — it is safe to say it has them all!

Special Offer — Buy Artist II & Genius Mouse system for only £49.99

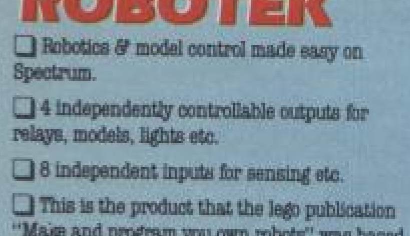
Please state Spectrum model when ordering.



ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controllable outputs for relays, models, lights etc.
- 8 independent inputs for sensing etc.
- This is the product that the lego publication "Make and program you own robots" was based upon.
- Comes complete with cables.
- Easy to use.

ONLY £29.99



16K RAMPACKS FOR ZX81

- Brand new guaranteed Sinclair product.
- Simply plug in for 16K!
- Limited amounts at these prices.
- Send now.

ONLY £5.99



EXTENSION CABLE

- Distance peripherals from your computer.
- 56 way.
- 6" extension.
- Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

- Allows two peripherals to be connected together (memory conflicts allowing).
- 8" long.
- 56 way.
- Top quality connections.

ONLY £10.99

+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

ONLY £2.99

+ 3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2 ft. long.

ONLY £2.49



LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Animate screens from memory.
- Menu driven.
- Complete package includes lightpen & interface plus software.

ONLY £14.99



INTERPRINTER

- Connect fullsize Centronics printers to your Spectrum.
- Complete with printer cable.
- Microdrive compatible.
- Tasword 2 compatible.
- Hires screen dump (Epson).
- Easy to use.

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER . . . .

BY PHONE	BY POST	BY FAX
0782 273815 24 hr Credit Card Line	Send cheques/POs made payable to 'Datel Electronics'	0782 264510 UK ORDERS POST FREE — EUROPE ADD £1 OVERSEAS ADD £3

DATEL ELECTRONICS

UNITS 8/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT.

SALES ONLY	TECHNICAL ONLY
0782 273815	0782 202258

DATEL ELECTRONICS



NEW QUICKSHOT TURBO

- Complete with interface – plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II. plus:
- Microswitch action for even longer life.
- Extra rigged construction.
- Superb styling.

ONLY £17.99 COMPLETE



GAMES ACE

- Joystick interface & sound booster.
- Accepts any 9 pin joystick for maximum compatibility (Kempston system).
- Plus – delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II

£17.99

or complete with Quickshot Turbo

£21.99



DIGITAL SOUND SAMPLER

- Allows you to record any sound digitally into memory.
- Replay at variable pitch or with amazing effects.
- Forwards/backwards/with reverb/echo/flanging etc., etc.
- Fully menu driven.
- On screen keyboard and frequency plotting etc.
- Full 8 bit conversion.
- Complete hardware/software package.

ONLY £34.99



SNAPSHOT II

- Now you can backup your games to microdrive or tape.
- Simply press the button to "freeze" the program.
- Save to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek program then restart.
- All backups restart from the point they were saved.
- Built in joystick interface (Kempston system).

£24.99 POST FREE



DUAL PORT JOYSTICK INTERFACE

- 2 Joystick ports – one Kempston type – one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.
- Can also be used with two joysticks with games that allow simultaneous two player control.

ONLY £8.99



QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Plugs straight into Spectrum/Plus/+2 etc.
- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Stabilizing suction cups.
- Top & trigger fire buttons.
- Complete – no more to buy.

ONLY £13.99



ROBOTARM – Full Function with 5 Axis movement

- Explore the fascinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity – with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type) or connectd to your Spectrum with our special Interface/Software to give Computer/Robotic control. (See Interface offer).
- Comes with complete range of accessories including: Standard Grip Jaws to mimic finger type grip; Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling; 4 Stabilising Legs for heavier lifting jobs.
- Uses 4 HP2 batteries (not supplied) to power motor movement.
- Self contained ready to use (except batts/joysticks).

ONLY £39.99

INTERFACE OFFER

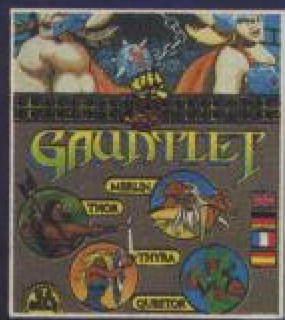
- Unique Interface/Software package to allow you to Interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges – this is a unique introduction.
- Very easy to use.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the the Robotarm/Computer.

ONLY £14.99

MAY THE FORCE GO WITH YOU!

You'll need it!! The reflexes and powers of a mere mortal will not be enough if you accept the challenge of these four chart topping arcade conversions, together for the first time in one package.

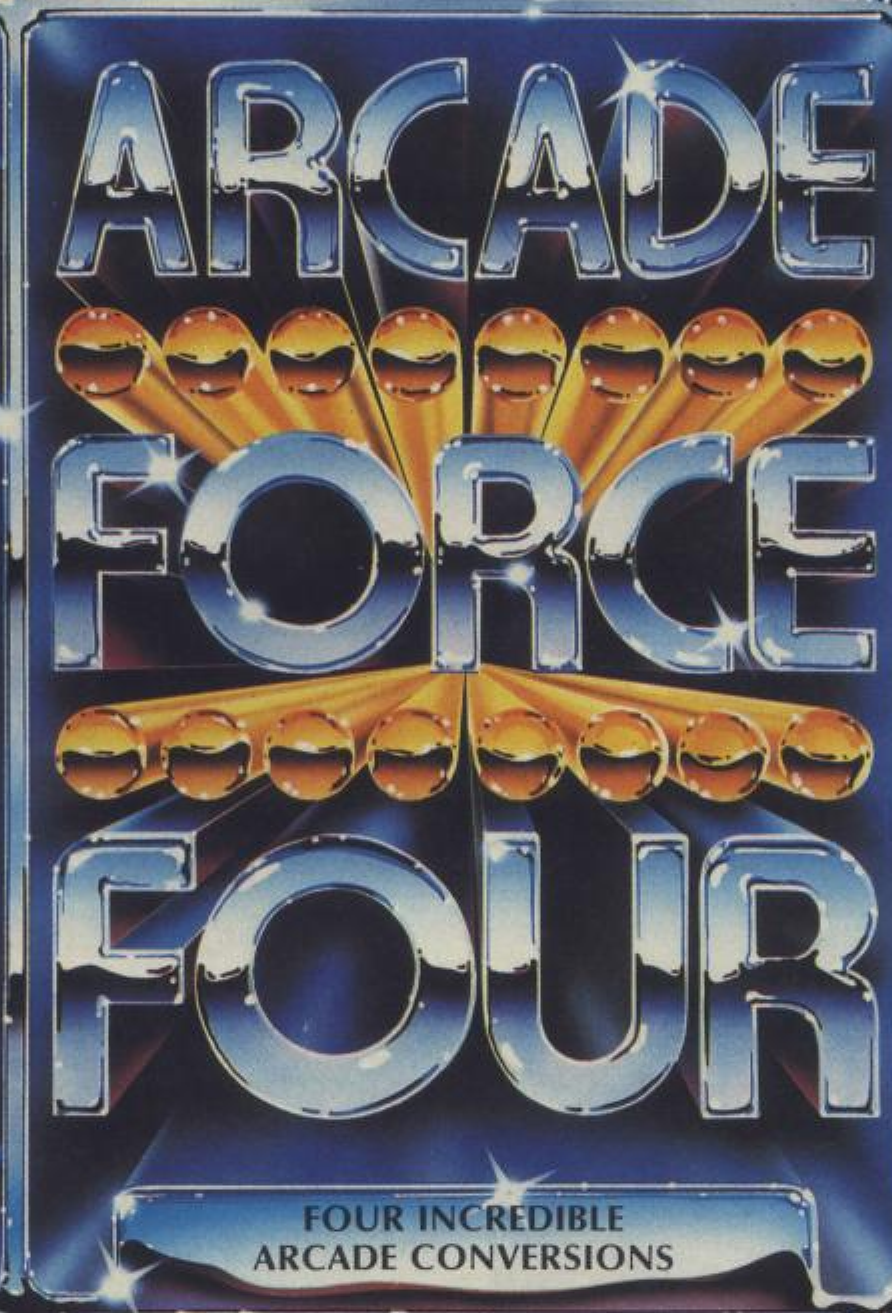
GAUNTLET™ & THE DEEPER DUNGEONS MAPS



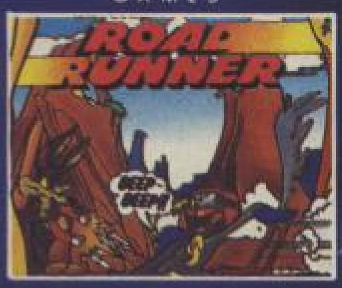


Enter a world of monsters and mazes, follow the paths of mystery and combat, searching for food to increase your health. Monsters and legions of enemies will bar your way. However, they're not your only opponents in this quest for food, treasure and magic potions – the other players are also on the trail of the same good bounty.

ATARI GAMES



ATARI GAMES





ROAD RUNNER™

Cartoon's most elusive character has finally been trapped in this comic all-action extravaganza that recreates those nailbiting chases and the fast moving excitement. Overcome all the dirty tricks Wile E Coyote can throw at you with ease, agility and grace and a haughty 'Beep Beep', otherwise it's sorry, goodnight and 'Burp Burp'!

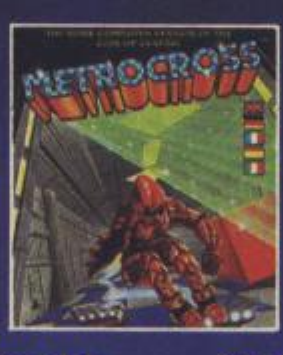
ATARI GAMES





INDIANA JONES & THE TEMPLE OF DOOM™

Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet. You will call on all your reserves of courage, strength and skill to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Sankara.





namco

METROCROSS™

Are you the one in a million who can think in microseconds not minutes? If so Metrocross is for you. A chequered floor riddled with potholes, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible.

CBM 64/128** Cassette **£9.99** Disk **£14.99** **Amstrad** Cassette **£9.99** Disk **£19.99

Spectrum 48/128K** Cassette **£9.99** **Atari ST** Disk **£24.99

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

WANTED



■ 48K spectrum with wafadrive + leads and interface. Will swop for *Ghostbusters, Cyberun, Value Pack 10*, budget games, *Moonraker* joystick, five blank tapes, *Spectrum User* manual. All letters answered. David Tudor, 21 Trevor Street, Wrexham, Clwydd LL13 7EG.

■ Wanted *The Biz* by Virgin. Swop for any one of the following *Astroclone, Chequered Flag, Sailing, Trading Game, Scalextric, System 15000, Doomdarks Revenge*. Colin Bilton, 40 High Street, Misterton, Doncaster, DN10 4BU.

■ Have purchased two Vic 20 games by mistake, will swop for any two spectrum games. Mr. Taylor, 3 Radley Avenue, Ilford IG3 9DA. Or phone (01) 590-5529.

■ Wanted, *Tai Pan*, will swop for two or even three tapes, originals, write to Martin Charlesworth, 9 Church Lane, Mickiefield, Leeds LS25 4AX. Or phone 860312.

■ Wanted desperately, CRL *Formula One*. Write to: I. Humphrey, 3 Beech Avenue, Ripley, Derbyshire DE5 3GF or phone 43028.

■ Wanted: Someone to swop games with. Have over 300 titles, also willing to join computer clubs and PBM games. Please contact: Andrew Dungey, 46 Green Lane, Pnryn, Cornwall TR10 8QJ.

■ Wanted urgently, *Tai Pan* and *Rana Rama* or *Chain Reaction* and *Spy Hunter*. Will swop two of those for *Saboteur II* and *International Match Day*. Phone Chris on Byfleet 41688.

■ Wanted *G. Gooch Test Cricket*. Will swop for any of *Molecule Man, Road Race, Ice Attack, Luna Crabs, Omega Run*. Phone Exmouth 275144, ask for Damon after 3pm on Saturday.

■ In return for *Leaderboard, Star Wars* or *Prohibition*, I'll give two of *President, Hijack, Barry McGuigan* or *Critical Mass*. Amazing offer!! Phone Ken, (041) 954-9393 after 5pm, originals only.

■ Desperate for ZX81 user guide for Benjamin age seven. Will return if required or buy or swop for game. Also educational software if available. Phone (01) 669-1996 please.

■ Software: new and old original software wanted urgently. Please send lists to Liam Flood, 75 Gladstone Street, Loughborough LE11 1NR.

■ Hilton's *Personal Banking System*, Psion's *Biorhythms* programs, plus any other serious or practical software. Phone Eric on (0939) 33638 anytime.

■ Wanted: Printer to work straight away on a +2 and interface if needed. Offers around £30. Phone Bruno (0273) 813395 after 6pm.

■ Wanted: 30 microdrive cartridges. Must have urgently. Phone (0272) 731410 and ask for Oliver on weekdays after 6pm.

■ Opus discovery or other disk system, will give wafa drive+ 64K wafer+ datel speech with joystick interface built in and puts sound via TV. Phone (091) 273-2898 ask for Zafar Ahmad.

■ Wanted: *Nodes Of Yesod* and *Dynamite Dan 1*. Will swop for Kempston joyball and Kempston interface. Send details to: 45 Grafton Street, Stalybridge, SK15 3EW.

■ Wanted: *V, Knight Rider* and *Frank Bruno's Boxing* for *Uchi Mata Blue Max, Beach Head* and *Zaxxon*. Phone (0633) 272520 and ask for Richard.

■ Wanted: A4 size printer for 48K+ will swop for *WOTT, 10 Pack, Spellbound, Winter Games, Ping Pong, Double Take*. Phone John (0472) 352912 or write to 12 Carnaby Grove, Grimsby, South Humberside. All answered.

■ Wanted: Sinclair TV will buy or swop for software. Also wanted: *1942*. Will swop for *GAC* and *Nightshade*. Phone Scunthorpe 840160 and ask for Andrew.

■ Wanted: Teletext adaptor, CHEAP, CHEAP OR CHEAPER! Or swop *GAC, Spitfire 40*. Phone Farnborough 549932 after 7pm, ask for Robin.

■ Wanted: *Football Director, Match Day II, World Class Leaderboard, Grand Prix Simulator, Super Soccer* will swop for *GAC, Trivial Pursuit, Uridium, Cal Games, OutRun*. Write to: Martin Smith, 576 Holderness Road, Hull HU9 3EU.

■ Hi, I would like any horse racing predicition programs. Phone Coalville 32527 and ask for Neil. I will swop for one of my recent programs.

■ Wanted: Football strategy games. *Super League* desperately wanted. I will swop 2 for 1 if you reply. Please phone (04946) 2065 and ask for David.

■ Wanted: Fuller FD system 42 keyboard + case plus motherboard and 64K memory module for Sinclair ZX81. Phone (0302) 32650 after 5pm ask for John.

■ Wanted: need hints, tips, POKEs and especially maps for *Great Escape*. Please write to Edward Miller at 15 Arnold Road, Gravesend, Kent DA12 5PU.

■ ROM software for use with Interface 2. Contact Philip Green, Portugesestraat, 41B, Rotterdam, The Netherlands.

■ To anyone out there or *Your Sinclair*, please send me a tape with Septembers Startip Jukebox on tape. Willing to pay for it. Write to: Gary Morris, 13 Colle Hill, Tanyfron, Wrexham, Clwyd, N. Wales.

■ ROM cartridges for use with Interface 2 and numeric keypad for 128K Spectrum. Phone Rotterdam, Holland, 4376600 after 6pm.

■ Wanted *F-15 Strike Eagle*, will swop for one of *Bubble Bobble, Saboteur 2, Big 4, Game Over, Sidewize*. Phone Leigh on (0935) 79039.

■ Wanted: DK Tronics programmable joystick interface to suit 48K spectrum. Phone (0703) 774950.

■ Wanted: *720°* or *Gryzor* will swop for *Out Run* or *Exolon*, also *Nebulus* for *Zynaps*. Phone Simon (0938) 2827 after 6pm.

■ Hi there! How would you like to swop games with me? I have all top games, send your list for mine, now! Write to: Paul Ryan, 292 Northway, Maghull, L31 6BQ.

MESSAGES, CLUBS & EVENTS



■ *H.I.T.* monthly is a tape mag for all Specs. Only £1 cash to *H.I.T. Monthly*, H.I.T. House, 4 Exeter Crescent, North Wootton, Kings Lynn PE30 3RA.

■ Spectrum Fanzine issue 4 of *Restart* is out now — for your copy send 40p and a stamp to *Restart*, 1 The Beams, Ufton Close, Maidstone, Kent ME15 8EH.

■ Big cash prizes in the new computer sports quiz. Send a large sae. For details and entry form to Quiz, James Hughes, 14 Ayton Close, Stocksfield, Northumberland NE43 7ES.

■ Wanted: *The Double*, will swop for data *Genie Database, Dawnssley* and *European II*. Contact Dean Holden, 4 Neville Court, Wombwell, Barnsley S73 8RT.

■ Help!! I have just acquired a Spectrum. New or old games wanted. Send lists: Lisa Corrigan, 31 Tynwald Walk, Moortown, Leeds, LS17 5NP. All replies are to be followed up!

■ I want both *Saboteurs*, will swop *Head Over Heels, Wizball*. Phone (0204) 382363, ask for Stuart after 4pm.

■ Tape Fanzine for *Tasword* owners. Only 50p! Printout version (six foot length of thermal paper) just 80p! Send money and tape to: Andrew Billimore, 28 Drumshantie Road, Gourock, Renfrewshire PA19 1SB.

■ Quest-Fantasy PBM. Become Theif, Priest, Warrior or Wizard in a world of Adventure. Start Up: £1.50, turns 75p. Send money to Mike Ward, 3 Queen Eleanors Drive, Jacobean Grange, Knowle, Solihull, B93 9LY.

■ Bet you don't know about MX Adventure Club. If you want to join us, write to: SACI, Spiros Daskaleas, 38 Goura Street, Pireaus, Greece.

■ PBM Soccer Sixes new game starts shortly. For further details and start up kit send sae to Camelot Games, 1 Cae Ymryson, Caernarvon, Gwynedd, LL55 2LR.

■ Big cash prizes in the mega quiz. For details and entry form, send sae to Mega Quiz, James Hughes, 14 Ayton Close, Stocksfield, NE43 7ES

■ PBM with *The League Title* — a football management game for cash prizes. We have places for division 1,2,3 & 4. Send 9"×4" sae to FDS, 85 Fortescue Road, Collierswood, London SW19 2EA.

■ Back issues. Many 'out of print' issues of: *Crash, Your Sinclair, Sinclair User, C & VG* and others available. Write to Karl, 77 Station Road, Finchley, London N3 2SH. State what you require.

■ I've got great POKEs for great games like *Renegade, Wizball, Bubble Bobble*, one snag they are not saved on a tape, over 25 POKEs. Send any copy of a game for these POKEs. Write to. R. Walsh, 64 Clonard Park, Sandyford Road, Dublin 16.

■ +3 Club. To join you must have a Multiface +3. Joining this exclusive club will give you access to over 400 games. For details send a sae to: +3 Club, Penrhyncock Post Office, Aberystwyth, Dyfed, SY23 3EG.

■ Play *Death Toll One Million*, a great new PBM from solo adventure systems. Send 50p and sae to: SAS, 36 St Agnes Road, Moseley, Birmingham B13 9PW.

■ New Mag — *The Spectrum Times* is out bi-monthly. For the latest issue send 50p and sae to S. Turner, TST, St. Anthony's, Westfield Road, Dereham, Norfolk, NR19 1JB.

■ Is there anyone who can help me with a chess database program? I'm writing in basic. No knowledge of chess needed, although an understanding of m/c code might be required. Write to Bryan Whitby, 16 Mansefield Road, Kingsley, Warrington, WA6 8BZ.

■ Hey! Football fans, hints and tips for *Football Director*, just send £1 PO and sae to: M. Ferguson, No.3, 82, Hazeldene Avenue, Kenton Bar Estate, Newcastle, NE3 3XZ.

■ Wanted Speccy rubber key and any hardware. Will pay cash or swop for software. Also swop software list. All letters answered. Write to Shayne O'Neill, 14 Glebe Crescent, Mullaghconnor, Dungannon, Co Tyrone, N. Ireland, BT70 3PR.

■ *Shark* quarterly, issue one out now, only £1. Includes reviews, games, problems and much more. Send money to David Pullin, 3, Beacon Road, Shevington Moor, Standish, Wigan WN6 0SB.

■ *Adventure Probe* contains hints, solutions, maps, telephone helpline and much more. Send £1 for sample copy to Adventure Probe, 78 Merton Road, Highfield, Wigan WN3 6AT or Phone (0942) 217044 for details.

■ New editor of established user group requires new members. Also regular supplies of POKEs, hacks 128K info, reviews m/c tips. Write or send quality C60 tape + sae to: 24 Eric Close, Forest Gate, London E7 0AY.

■ Win £250! In the most realistic football PBM ever. All the features of the real game included. Send to Super League, 17 Cambrian Way, Basingstoke, RG22 5AH.

■ *Spectraxx* tape magazine! News, reviews, POKEs, tips and more! Now in new 64 column text mode, only £1! Cheque and stamp to M. Tonks, 57 Myrtle Avenue, Selby, YO8 9BG.

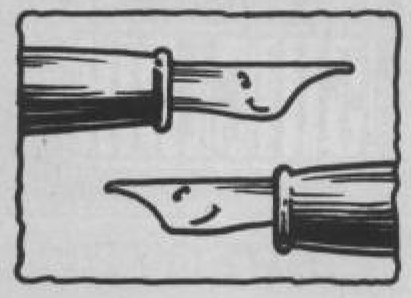
■ *Caption 3* fanzine available now. Improved 2nd issue. Fully illustrated, prof. printed only 50p and stamp. Send cheques/PO to Phil Palmer, Claremont, Starle Street, Crediton, EX17 2DB.

■ Hey! *De-Bug* is a brand new Fanzine for only 30p. If interested send a stamped A5 sae to: The Office, 59 Briar Road, Shepperton, TW17 0JB.

■ Stuck in any arcade or adventure? Want help using PAW? Write to Fantasy Helpline, 110 Gaywood Avenue, Southdene, Kirkby, Liverpool L32 7PQ. Magazine on tape every 1st + 3rd week, enclose sae.

■ PBM Soccer game — cash prizes for winners. For free details include sae and write to Neil Howie, 68 Coronation Avenue, Aluaston, DE2 0LR. Includes many features like £1 million players.

PENPALS



■ Hi! Female, 12 years, will write to anyone aged 10 to 14. Hobbies: computers, swimming, collecting cuddly toys. Would like to have penpals from all over the world. Eilidh Ferguson, Struan, West Dhuhill Drive, Helensburgh Scotland G84 9AW.

■ 18 year old UK girl (living in N.Z.) completely confused, but intrigued by computer scene, with a 48K Speccy, would like any 18+ knowledgeable persons to advise me on hard/software. Write to: Clare, Wymer Road, Genbrook, R.D.1, Waiuku, S. Auckland, N.Z.

■ 16 year old Speccy owner needs penpals badly! Am into Airbrush too! All replies rewarded with mini artpiece! Write to Sander Vermeulen, Rompertcentrum 63, 5233 RH Den Bosch, Holland.

■ Anyone want a penpal? I have *OutRun, Gryzor, 720°* and many more. Your list for mine. Phone Hamilton 821666 ask for Brian or write to B. Crombie, 12 Barnhill Drive, High Earnock, Hamilton ML3 9EZ.

■ Speccy and Commodore 64 owner wants penpals from all over the world to swop software. Write to Ricardo Pereira, Rua das Rosas, 36 R/c esq., Moreira Maia, Portugal.

■ I would like pen friends from all over the world to swop stamps. All letters will be answered. Please write to Ricardo Magalhaes, Rua Carualho Araugo 31 R/c do. 1900 Lisboa, Portugal.

■ 16 year old girl seeks good looking boy of 16 to 18 years, interests computers and music. Please send photo with letters. All letters answered. Miss Nicola King, 123 Green Lane West, Rackheath, Norwich NR13 6PH.

■ Wanted, attractive female penpal, 14+, to swop games, POKEs, mags, and music. Please send along with your photo to Darren, 5 Cotswold Way, Trenewydd Park, Risca, Gwent NP1 6Qt.

■ Yo! All female cool dudes out there. 14 year old male +3 owner needs good lookers to write to: Simon, 17 Brooklands Road, Swinton, Manchester M27 3AT.

■ Are you a wierdo? If you are, and you're a girl, write to me. I'm a 12 year old loony. I don't care if you don't have a computer. Write to Ross McGovern, 8 Rowan Crescent, Killearn, Glasgow G63 9RZ.

■ Penpal wanted, any age (male/female). My hobbies are computers and collection of latest software. If you can afford to write a letter of your introduction with photo, I will ensure reply and exchange of software and computer books. Write to: Qureshi GH, PO Box 151, Lahore, Pakistan.



■ Girls, I've been told I'm rather a hunk! Do you agree? Take a good look! If you do and are between 15-18 write to: Dom Robinson, 38 Flowery Field, Woods Moor, Stockport SK2 7ED.

Editor Teresa Maughan; **Art Editor** Darrell King; **Deputy Editor** Marcus Berkmann; **Technical Editor** Phil South; **Production Editor** Jackie Ryan; **Designer** Catherine Higgs; **Contributors** Guy Bennington, Richard Blaine, Owen & Audrey Bishop, Ciaran Brennan, Jonathan Davies, Mike Gerrard, Gwyn Hughes, David McCandless, Duncan MacDonald, John Minson,, David Powell, Nat Pryce, Peter Shaw, Rachael Smith, Tony Worrall; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Simon Stansfield; **Advertising Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Marketing Manager** Bryan Denyer; **Art Director** Hazel Bennington; **Publisher** Kevin Cox; **Publishing Director** Roger Munford; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone** (all departments) 01-631 1433. **Telex** 8954139 DennisG. **Fax** 01-636 5668. Company registered in England. **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Webb, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (telephone 01-733 4444). *Your Sinclair* is a monthly publication.

YOUR SINCLAIR CLASSIFIED YOUR SINCLAIR

YOUR SINCLAIR *DOES NOT CONDONE SOFTWARE PIRACY*

KOBRAHSOFT
SPECTRUM 48K/128K/ + 2/ + 3 UTILITIES

SD4 ADVANCED TAPE TO M/D UTILITY: Transfer virtually ANY of your programs to microdrive. Features: ● Uses semi-automatic method for best results ● Contains a large suite of programs to help you, in Basic AND Machine Code ● Has many hints and tips on transfer methods ● FULL Technical Section plus "Tricks of the Trade" section ● Transfers the latest programs. ● Transfers the latest Pulsing programs with ease. ● INCLUDES a superb DISASSEMBLER, HEADER READER and HEADERLESS BLOCK LENGTH READER! ● FULL Manual with much detailed information. **Superb Value at: £6.95 (inc. P&P). Also available on Microdrive Cartridge at £8.95 (inc. Cart. and P&P).**

SD4 "PLUS" UTILITY: Specification as for SD4, but ALSO contains: ● Special CAT program which gives a FULL CATalogue of files on a cartridge. ● Special FORMAT program to format cartridges to at least 100K, possibly to 125K depending on cartridge quality. These 2 additional features must make SD4 PLUS the BEST for tape to M/D transfer. **Great Value at: £8.95 (inc. P&P). Also on M/D Cartridge at: £10.95 (inc. Cart and P&P).**

SP3 TAPE TO +3 DISC UTILITY: Transfer the MAJORITY of your software to +3 Disc Features: ● Comes with large suite of programs. ● FULL Technical Section. ● LARGE number of examples of programs being transferred – including many of the latest PROTECTED programs. ● Easily transfer "Pulsing" programs. ● INCLUDES FREE DISASSEMBLER, plus HEADER READER plus HEADERLESS BLOCK LENGTH READER. ● FULL Manual with detailed instructions. **Excellent Value at: £6.95 (inc. P&P).**

SO4 TAPE TO OPUS DRIVE UTILITY: Same specification as SD4, but transfers programs to your Opus Drive: **Price: £6.95 (inc. P&P. Also on Opus Disc at: £8.95 (inc. Disc and P&P).**

SU5 ADVANCED TAPE UTILITY: Make your essential backups with this superb utility. Features: ● Will backup MOST "ordinary" programs. ● Will backup FAST LOADERS VERY EASILY with its special baud rate counter. ● Will backup even the latest "Pulsing" programs. ● Will backup long "multi-block" games. ● Will give backups of VERY LONG programs, i.e. up to around 80K, using coce compressing techniques. ● Comes with FREE Header Reader anmd Headerless Block Length Reader. ● Now contains instructions to back up FULL 128K programs. ● FULL Manual. **Wonderful Value at: £7.95 (inc. P&P).**

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE: A complete course in teach yourself Machine Code programming will have you writing machine code programs withn days. Starting at complete beginner level and progressing to an advanced standard. Contained in a fully comprehensive Manual, this course is suitable for everyone! Applies to ALL Spectrum models. Start learning the wonders of machine code! Comes complete with FREE Disassembler. **Price: £16 (inc. P&P).**

SL4 ADVANCED SPEEDLOADER: Speed up your cassette loading: Features: ● Program can be made to load at any of SIX speeds – gives loading speeds faster than THREE times normal with RELIABILITY ● YOU choose a variety of loading border colours, e.g. any choice of ELEVEN colours; NO border; MULTI-COLOURED border ● Contains a large suite of programs to help you ● Handles even the latest protected programs ● FULL Manual ● FREE DISASSEMBLER plus HEADER READER plus HEADERLESS BLOCK LENGTH READER! ● Converts 128K programs e.g. "KNIGHTYME" – after conversion loads in 4min 45sec (12 min. normally). **Wonderful value at £6.95 (inc. p&p).**

Send cheque/P.O. to: **"KOBRAHSOFT"**, "Pleasant View", Hulme Lane, Hulme, Nr. Longton, Stoke-on-Trent, Staffs ST3 5BH. (Overseas: Europe add £1 P&P PER ITEM, others £2. Send s.a.e. for FREE FULLY DETAILED Catalogue of ALL our products – please mark envelope "ENQUIRY".

PLEASE TELEPHONE: 078 130 5244

SPECTRUM REPAIRS

48K SPECTRUM FAULTS....................£14.00
48K SPECTRUM KB FAULTS £8.00
4164 MEMORY 1C.....................................90p
4116 MEMORY 1C.....................................50p
Z80 CPU £2.10

All prices include VAT and postage

R.A. ELECTRONICS

133 London Road South, Lowestoft, Suffolk NR33 0AX TEL: 0502 66289

HACK PACK

DUE TO THE ENORMOUS SUCCESS OF 'THE HACK PACK' AMONGST THE MEMBERS OF OUR CLUB, WE CAN NOW OFFER IT EXCLUSIVELY TO READERS OF 'YOUR SINCLAIR'. 'HACK PACK' CONTAINS OVER 100, EASY TO USE, CHEAT ROUTINES THAT WILL PLEASE EVEN THE MOST HARDENED GAME PLAYERS. HACK PACK FEATURES ROUTINES FOR GAMES LIKE:

ARMY MOVES, AUFWIEDERSEHEN MONTY, AVENGER, BARBARIAN, BOMBJACK 2, BUBBLER, COBRA, KRACKOUT, MARBLE MADNESS, NEMESIS, QUARTET, SENTINEL, SPACE HARRIER, DRAGONS LAIR 2, FAIRLIGHT 2, HYDROFOIL, IMPOSSABALL, ZYNAPS, GLIDER RIDER, FIST 2, SABOTEUR 2, URIDIUM, AND LOTS MORE GREAT TITLES ....

HACK PACK IS AVAILABLE FOR ONLY £2.50 incl p&p. SEND CHEQUES/POSTAL ORDERS MADE PAYABLE TO 'SOFTLINK', UNIT 17/2, VALLEY BUSINESS CENTRE, 67 CHURCH ROAD, NEWTOWNABBEY, CO. ANTRIM, N. IRELAND BT36 7LS.

HACK PACK ? GAMES WILL NEVER BE THE SAME AGAIN. PROGRAMMED BY 'NIGHTSHIFT PROMOTIONS' 1987/88



C.C.L. SOFTWARE LIBRARY

HIRE 'EM, AND TRY 'EM – BEFORE YOU BUY 'EM
LOOK WHAT MEMBERSHIP TO CCL OFFERS

★ FREE FIRST HIRE
★ PRICES FROM 50p PER WEEK
★ FREE CLUB CATALOGUE
★ FREE MEMBERS DRAW
★ FREE TIPS, POKES, HINTS, MAPS
★ REGULAR UPDATES
★ DISCOUNT TITLES
★ FAST, RETURN POST SERVICE
★ HIRE 3, GET ONE FREE
★ BIRTHDAY PRESENT TO OUR MEMBERS
★ ONLY ORIGINAL SOFTWARE SUPPLIED
★ FREE PROGRAMME FINDING SERVICE
★ FREE PEN-PAL SECTION
★ FREE MEMBERS SWAP/SALES SERVICE
★ ONLY £5.00 FOR LIFE MEMBERSHIP

Send cheque/PO made payable to:

C.C.L., 17 Eastbrook Hill, Desborough, Nr. Kettering, Northants NN14 2QQ

+3 MASTER DISCS

007 TRANS-MASTER

Transfers majority of games/programs. Can transfer most "Jerky" types. Older games such as **SCRABBLE** and full 48K games are easy. Consists of several Menu selectable programs which can transfer:

TAPE-TO-TAPE. (Handle a single part up to 65279 bytes long).
TAPE-TO-DISC. Can even transfer games such as Enduro-Racer.
DISC-TO-DISC. Useful for making "safety" Back-Up Discs.
DISC-TO-TAPE. As above, but Saves onto a tape.

007 TRANS-MASTER . . . £10.95 on YOUR Disc.

MENU-MASTER. Simply insert your Discs and press a key and Full **CAT** is held in a record (up to 2,300 Records). Can **SEARCH** for any program and instantly finds Disc it is on (and can Load it).

007 MENU-MASTER . . . £5.95 on YOUR Disc

DISC DOCTOR. Can be used to **PROTECT/UNPROTECT** programs. Can even be used to **UNERASE** programs (if not overwritten). Also includes a Disc **HEADER READER** giving Start Address, Length and **RUN** Line.

007 DISC-DOCTOR . . . £6.95 on YOUR Disc

007 SUPERFILE 2 and LISTFILE 3

SUPERFILE. Holds up to 500 name/address Records and finds any one instantly. Super Fast **SEARCH, ALPHA SORTs**, etc. Prints as **FILES** or **LABELS** by **SEARCH,** Sort or String.

LISTFILE. Holds 1,000 single line Records. Fast **SEARCH, SORT, RENUMBER.** Can print all or several Records.

007 SUPERFILE + LF . . . £6.95 Both on YOUR Disc.

Prices quoted assume you forward a Disc + £2 if we supply Disc. Postage: U.K./Ireland Free. Europe +£1. Elsewhere +£2

G. A. BOBKER. ZX-GUARANTEED (Dept YS)
29 Chadderton Drive, Unsworth, Bury, Lancs.
Tel: 061-766 5712 (Do NOT phone if STARTREK on TV)

YOUR SINCLAIR CLASSIFIED YOUR SINCLAIR

YOUR SINCLAIR *DOES NOT CONDONE SOFTWARE PIRACY*

SPECTRUM TAPE TO TAPE — TAPE UTILITY B

Yes TUb will back up most of your TAPE based software, including most of the recent jerky loaders and those programs with a counter — converts for reliable loading. Can measure speed of faster loaders, manages 100% accurately many blocks over 51k, etc, etc. Unrivalled. **On tape at £7.50*.**

SPECTRUM TAPE TO DRIVE — TP5

A complete software package (includes TUb) to transfer hundreds of programs to your drive — manages some that hardware devices cannot reach! Jerky and counter loaders managed easily, but program not for the novice. **Only £12* (+£1 on m/drive cart).** INFORMATION BOOK covering over 400 transfers, including many top 20 hits. £2.50 extra with TP5.

M/DRIVE OWNERS — MICROMAGIC

The only complete package for m/drive owners, and it pays for itself! These are just some of its features: Format (up to approx. 104k), Clone, sector editor, reconditions, cartridges, repairs and gives condition of files, "boot" program, multiple ERASE, rename, true CAT. Copies tape to drive (unsecured), drive to drive, drive to tape. It has so many features and is unique. YOU MUST HAVE THIS PROGRAM IF YOU HAVE A M/DRIVE! **£13.99 on m/drive cartridge.**

CODE COMPRESSOR, Z80 TOOLKIT

Code compressor — compresses machine code — many uses, but ideal with hardware devices that don't compress code. **Only £4.50.**
Z80 Toolkit — an superb assembler (full screen editor), fast disassembler, single step to see how m/c works, loader, hex/dec toggle, tutorial — ideal for ALL particularly beginners — **only £7.99.**

* State TYPE OF SPECTRUM + drive system when ordering). e.g. PLUS 3 or 128k with Opus disc drive.

ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates — phone for prices of these). Add £1 Europe, £2 others. SAE FOR FULL DETAILS.

LERM, DEPT YS, 11 BEACONSFIELD CLOSE,
WHITLEY BAY NE25 9UW
TELEPHONE: 091 2533615

COMPUTER REPAIRS

FIRST AID FOR TECHNOLOGY

Fixed Super Low Prices!
Inclusive of parts, labour and VAT

1 week turnaround. Collection + delivery available for local areas

★ UNBEATABLE OFFERS ★

Spectrums	£14 inc. + Free Game
C64	£22 inc. + Free Game
C16	£18 inc.
VIC20, C+4	£22 inc.
BBC	£32 inc.
ELECTRON	£19 inc.
AMSTRAD 464	£32 inc. + Free Game
SPECTRUM 128+2 at a price of	£16 inc.
C64 P.S.U. FOR SALE	£20 inc.

Secondhand computers bought and sold
Please enclose payment with item — 3 month warranty on repair
Please enclose advert with repair

W.T.S. ELECTRONICS
5-9 Portland Road, Luton, Beds LU4 8AT
Tel: 0582 458375. Telex: 265871

FIXED PRICE COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc — prices from £7.00 inc VAT and post and packaging and three month guarantee. Also available:

spares, software, cables, peripherals, maintenance contracts etc.

Tel: (0702) 618455
for immediate price.
ANALYTIC ENGINEERING LTD
Analytic House, Unit 18A,
Grainger Road Industrial Estate,
Southend-on-Sea, Essex

NEW FROM ROSSWARE MAKERS OF FRUIT 2000/2010

FOR 48K SPECTRUM

FRUITY

THE ULTIMATE FRUIT MACHINE GAME

★ HIGHLY PLAYABLE ★ FAST SPINNING REELS ★ COLOURFUL GRAPHICS ★ IMPROVED SOUND ★ HOURS OF FUN

FEATURES INCLUDE
HIGH SPEED ROULETTE GAMBLE
NUDGES
SPECIAL FRUIT
REEL CLIMB
FEATURE SYMBOL

£100 JACKPOT

£6.95

SEND CHEQUE OR P.O. TO:
ROSSWARE (DEPT YS)
646 LONDON ROAD, WESTCLIFF
ESSEX SS0 9HW
For fast delivery put Cheque Card No. on back of cheque.

CRIBBAGE

The popular pub game six card cribbage is now available for the Spectrum 48K/128K

Features include:

IMPRESSIVE FULL COLOUR
PLAYING CARD GRAPHICS
100% MACHINE CODE
TWO LEVELS OF PLAY
AUTOMATIC SCORING
HELP OPTION FOR BEGINNERS

Six card cribbage is suitable for both beginners and experienced crib players and comes with full instructions and rules of the game.

★ ★ ★ ★ **MONEY BACK GUARANTEE** ★ ★ ★ ★

If you are not delighted with six card cribbage then simply return the tape within 5 days and your cash will be refunded.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Send cheque or postal order for £6.95 to

ESEM SOFTWARE

95 Rodway Road, Patchway, Bristol BS12 5PH

SPECTRUM REPAIRS

A Better Deal from Micro-World

POWER SUPPLIES (Spectrum/Plus)	10.95
KEYBOARD — REPLACEMENT (Not just a repair) (Mat, Membrane & Plate) Makes your Spectrum look like new	12.95
ALL OTHER FAULTS SPECTRUM/PLUS	17.95
KEYBOARD REPLACEMENT AND REPAIR	25.95
16-48K UPGRADE (12 months Warranty) (Issues 2 and 3)	25.95
CHEETAH 32K RAM PACK	15.95
ZX — INTERFACE I — REPAIR	19.95
ZX — MICRODRIVE — REPAIR	17.95

FREE! Digital Watch with EVERY repair

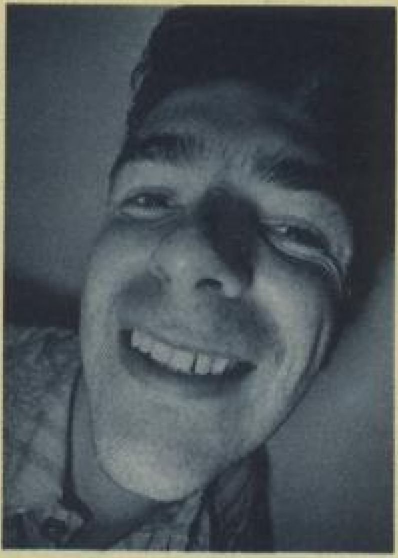
- Prices fully inclusive of VAT & Insured Return P&P
- 48hr turn round on most machines
- 3 months warranty on repairs
- Send SPECTRUM ONLY suitably packed clearly stating fault, your name & address, cheque or postal order to:

Micro-World Computers (YS)
25 Hill Top Road, Slaithwaite, Huddersfield HD7 5ES
Telephone: (Day) 0484-846117 (Evening) 0484-845587

Showroom:
1006/1010 Manchester Road, Linthwaite, Huddersfield HD7 5QQ



KINGS OF THE GAMEPACK
More Games!
The GREATEST EVER SPORTS PACK
FEATURING
WEIGHT LIFTING · BASKETBALL · SOCCER · VAULT · SWIMMING
GIANT SLALOM · SPRING BOARD DIVING
PING-PONG · PISTOL SHOOTING · CYCLING
SHOOTING · ARCHERY · TRIPLE JUMP · ROWING
PENALTIES · SKI JUMP · TUG OF WAR · TENNIS
BASEBALL · BOXING · SQUASH · SNOOKER/POOL
OVER 20 EXCITING EVENTS
10 HIT GAMES
A GIANT CONTEST OF SKILL STRENGTH & STAMINA
AMSTRAD COMMODORE SPECTRUM
CASSETTE £12.95 DISK £17.95
10 HIT GAMES
GAME SET AND MATCH
OVER 20 EXCITING EVENTS
ocean
More Thrills!
Special BUMPER Pack
All these hit games in a special pack for the price of one PLUS
Yie Ar KUNG~FU FREE
SPECTRUM AMSTRAD COMMODORE
CASSETTE 9·95 DISK 17·95
MAGNIFICENT SEVEN
FRANKIE
SHORT CIRCUIT
WIZBALL
ocean
PLUS Yie Ar KUNG-FU FREE
More Value!
5 ALL-ACTION COMPUTER HITS
FEATURING ✱ ARMY MOVES
✱ GREEN BERET ✱ THE GREAT ESCAPE
RAMBO FIRST BLOOD PART II ✱ TOP GUN
DON'T MISS!... LIVE AMMO
AMSTRAD COMMODORE SPECTRUM
9.95 CASSETTE 14.95 DISK
LIVE AMMO
ocean
GREAT ESCAPE
TOP GUN
GREEN BERET
RAMBO
ARMY MOVES
5 ALL-ACTI
ocean
Ocean Software Limited 6 Central Street Manchester M2 5NS Telephone 061 832 6633 Telex 669977 OCEANS G



BACKSTABBIN'

What's black and white and read all over? *Backstabbin'* covered in ketchup. John Minson brings you the jokes, folks.

Now here's a funny thing! I've got to be careful, because certain people have signed secrecy forms and could get into an awful lot of trouble, but I was sitting in a West End pub recently when this figure from a well-known software house approached me.

"Psst," he hissed. "In a pint's time," I replied, sliding off my stool. "No," he said, "I've got something to show you. Follow me." And with that he slipped out and led me in the direction of his now-dark office. There he powered up a micro, being careful not to let me see what it was, and ran a program — on tape mind.

The screen exploded into colours, 256 of them, and stereo sound rang out from a pair of mini-speakers. A quick re-load and I was watching a *Star Wars* style shoot 'em up — fast and bright, with blasts and explosions to either side.

April Fool

But I stayed cool. "So," I said, "I've seen STs before..." "But it's not an ST," he smiled. "That's the whole point. This baby won't break your bank balance." "Oh yeah..?" I sneered with my fabled journalistic cynicism, "How much?" "Ninety quid." "NINETY QUID!" If I'd not been sitting on the floor already, I'd have fallen down again.

"What is it," I begged. "Something new from Uncle Clive? The bearded barrow-boys next Spectrum?" Creasing with laughter my mole gagged, "No, it's an... April Fool!"

So, no big secrets after all. This month's rant is about computer jokes instead. Jolly japes like Sir Clive telling us, once upon a time, that the ZX81 had enough power to run a nuclear power station. Is that with or without the 16K RAM-pack? But the boffin with the beard has always liked a boffo wheeze. Take his delivery dates!

Of course Sir Clive waved farewell to the ZX series long ago, but even that had its funny side. One editor I know was warned of the Sugar takeover well in advance — but because the Amstrad mole phoned on the morning of April 1, the story was consigned to the cylindrical filing cabinet, until seven days later when everybody was sent scrambling for last week's waste paper!

When Big Al bought Sinclair, he also inherited the Spectral sense of humour. Hands up if you rushed out to buy a Plus Three, only to watch the price topple a few weeks later. I bet you could have died laughing — or maybe just killed Sweetie Pie. However, you may still have the last laugh. How many punters will purchase the next Spectrum without suspecting a similar leg-pull? I say wait till it hits half price before you reach for your wallet!

These little japes fade into insignificance though, when compared with some of the real wizard wheezes of the micro industry. Back in the stone age every kid knew one great joke: "Buy me a micro or I'll be a computer illiterate." But real smart parents bluffed back. How hysterical when junior found he'd got a Jupiter Ace — the only micro with Forth as its on-board language! And what about the Enterprise's advertising claim: "Obsolescence built out." Obsolescence maybe, but not insolvency: the company went bust!

Dongling

Computer funnies don't stop with hardware. There are even more jolly japes to be found in the software industry, such as Mikro-Gen's brave attempt at dongling. *Shadow Of The Unicorn* expanded the Speccy with an add-on ROM. An exciting concept, oui? Unluckily, it forgot to pack those extra K with playability, so nobody could be bothered to plug in the little black box.

Zen there was *Zenji*. This particular Activision turkey has just been re-released at a budget price on Firebird, and I'd highly recommend it to anybody with a sense of humour. I always had a soft spot for it — the cess pit at the end of the garden! The point of *Zenji* is that it's pointless. Pointless, that is, unless you're on a high enough plane, maan, and like Gong and ley-lines. Turn on, tune in and drop out. I turned off and dropped it out the window.

There is one area of software where the publishers' sense of humour really shines. 'You'll believe a man can fly,' they told us. The Man of Steel plummeted like he was made of lead. But *Superman* wasn't the first licensing deal where you could see the strings. In fact, time and time again, tie-ins have all the comic possibilities of a moth-eaten parachute in a plane crash.

You want to be a TV hero like Stringfellow Hawk in *Airwolf*? It's not so easy. Stringy may have thrown away his 'L' plates, but for us mere mortals it was all we could do to keep our 'copter from crashing on the first screen of the game. Even indestructible cartoon characters like *Road Runner* become Coyote snacks when the attribute clash is so bad that you can't see where you are.

Yes, tying-in is a tricky business. Domark had the bright idea of turning the bloody deeds of Jason into a *Friday The 13th* game — but the results were simply bloody awful. My favourite licensed laugh wasn't a bad adaptation though — in fact it captured the spirit of the original one hundred percent. So hats off to *The Archers* — which was every bit as boring on your computer as it is on the radio!

Then there are the this-year-next-year-sometimes-never? games. So *Star Trek* finally made it to earth — on the ST at least — but an inside source, speaking off the record, said that it was because Mike Singleton's design was rather too complex for even the Amiga's multi-tasking. For a real smile, phone Telecomsoft and ask when we'll see it on the Spectrum.



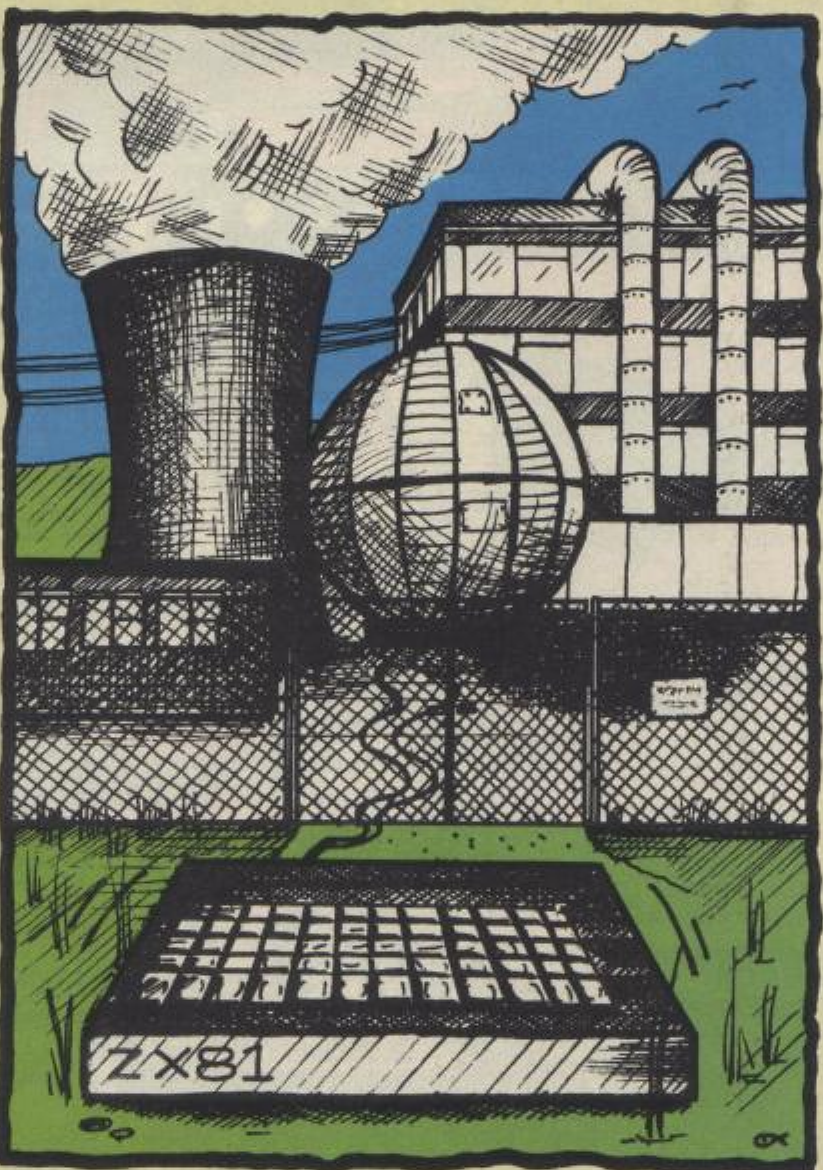
Joke Pokes

And still they come. We've even had joke POKEs (honest), that reset your machine and who'll ever forget the hilarious hints and tips that sent *Jet Pac*-ers off in search of a jeep and trailer? Meanwhile the old ones are still the best: "Mum, if you don't buy me an ST I'll be (gasp) 16-bit illiterate." And what do you get? A Jupiter Ace!

BUT, you scream, IT'S NOT FUNNY. Well, all I ever wasted was a bit of time, so I can afford the odd chuckle, but those of you who spent hard cash while the jokers who sold them were laughing all the way to the bank, you're not smiling. So let me cheer you up a little.

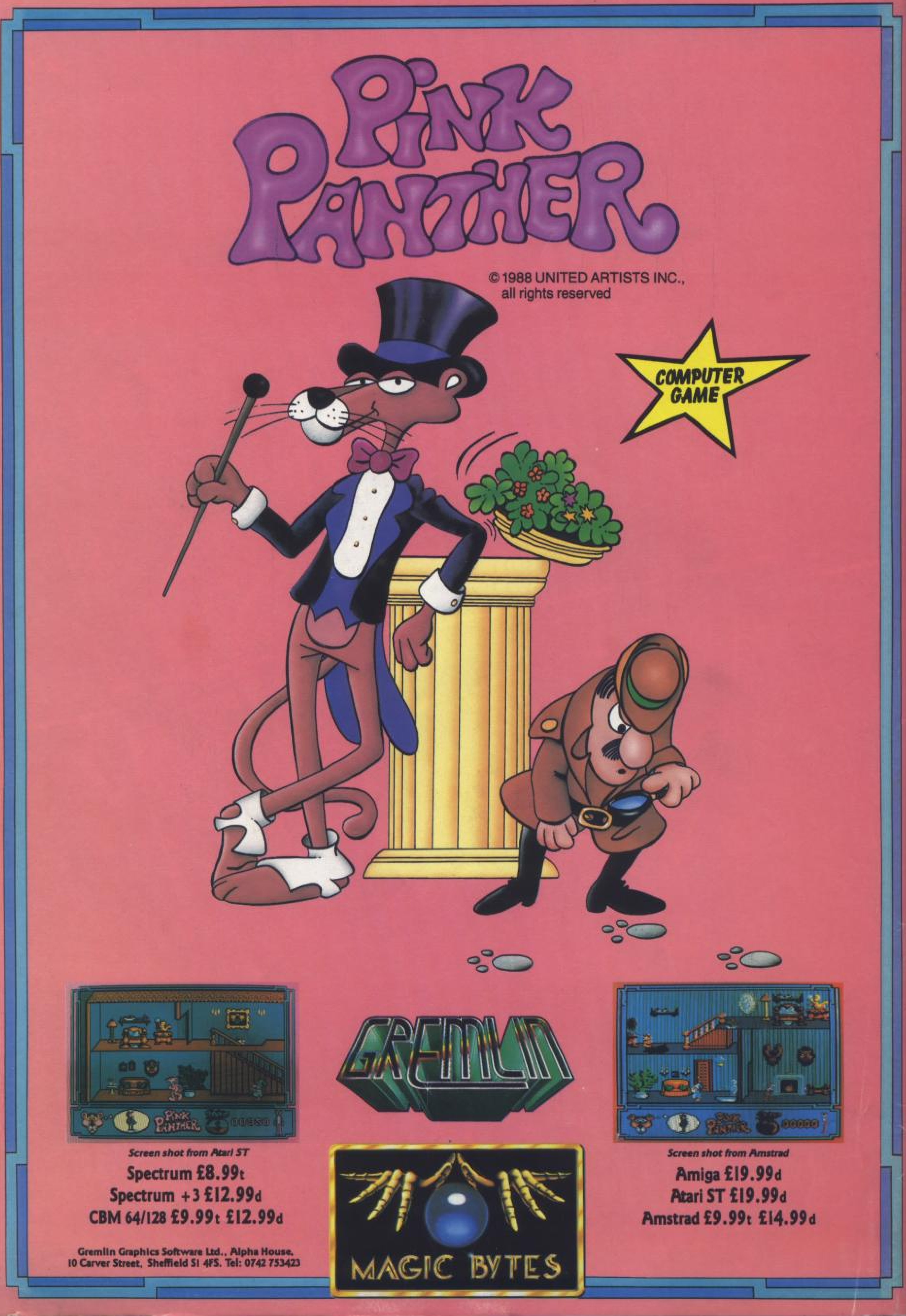
How many of you, having got this far through an issue packed with hand-buzzers, black-face-soaps and whoopee cushions, realised that the 'Exclusive' I started with was no more than another wind up? Well — you were WRONG! Sure the machine isn't new. In fact it's the good ol' Enterprise, mentioned above.

Make this last laugh an ironic one. The Enterprise was a brilliant machine which could have wiped the floor with the Commodore and Spectrum, but it took the company almost two years to get it in the shops (see the Clive Sinclair joke book for further details). Now they're probably the biggest bargain in computing but only a small cult still wants them. Ha-bloody-ha!





TAKE 'EM ALL ON...
IT'S THE ONLY WAY TO LIVE!
TARGET; RENEGADE
WAKELIN.
Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skinheads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter – this is target Renegade – if it moves, it hurts!
CASSETTE
SPECTRUM £7.95 EACH SPECTRUM
AMSTRAD £8.95 EACH COMMODORE
imagine
..the name of the game
IMAGINE SOFTWARE 6 CENTRAL STREET MANCHESTER M25NS
TEL 061 832 6633 TELEX 669977 OCEANS G FAX 061 834 0650



PINK PANTHER
© 1988 UNITED ARTISTS INC., all rights reserved
COMPUTER GAME
GREMLIN
Screen shot from Atari ST
Spectrum £8.99t
Spectrum +3 £12.99d
CBM 64/128 £9.99t £12.99d
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423
MAGIC BYTES
Screen shot from Amstrad
Amiga £19.99d
Atari ST £19.99d
Amstrad £9.99t £14.99d